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PLUS
SONIC ADVENTURE 2
METROID PRIME
SOUL CALIBUR 2
LUIGI'S MANSION
RIDGE RACER 6
1080° 2
ZELDA
It's true! Gamecube super-sequel reveals staggering new direction!
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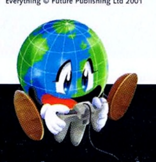
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To find out why it's going to be fantastic, jump to



WELCOME TO NGC



Some of you might have guessed the name. When we ran our teaser ad last month, we didn't really think that anyone would spend the time to cut out the slide puzzle and piece together the logo – but you did. To be honest, though, the name **NGC** isn't entirely our own work. Even as far back as ten months ago, we were getting letters asking us when we were going to change our name – and almost without exception, you told us you wanted it changed to **NGC**, "but still with the buttons". So that's what we've done. We're **NGC** – and we've still got the buttons.

New and improved

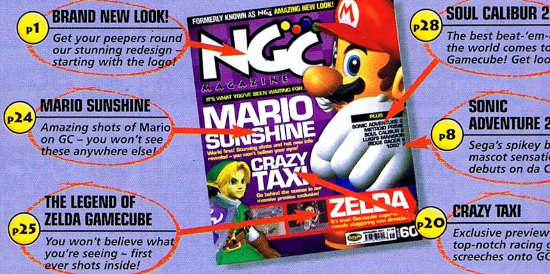
So, why the change? Well, after four years of fantastic, world-beating games, the N64 has just two significant releases left in the tank, *Pokémon Stadium 2* and *Mario Party 3*, both of which are reviewed this month. Beyond that, it's Gamecube and GBA all the way, which is why we've changed our name, changed our design, and funked up *all* of your favourite sections. Inside, you'll find all-new I'm The Best (where you can challenge developers *and* us), Skill Club Next Gen, new Game On, as well as a massive 19-page back section dedicated to *your* ideas and opinions. There's more besides, but I don't want to spoil it for you. Have a look, see what you think, and let us know your thoughts. We're keen to hear 'em.

Back once again

If you're new to **NGC**, or its predecessor **N64**, then welcome aboard. You've just treated yourself to the best games magazine on the planet. I left **N64** eighteen months ago after three fantastic years, but couldn't find anything that came close to the feeling of working alongside the best writers in the business, playing the best games ever created. So, after beating Greener's face in, I've smuggled my way back in. Happy? Yes, thanks.

Tim Weaver
EDITOR

JUST LOOK WHAT WE'VE GOT FOR YOU THIS MONTH!



p1 BRAND NEW LOOK! *Get your peepers round our stunning redesign – starting with the logo!*

p24 MARIO SUNSHINE *Amazing shots of Mario on GC – you won't see these anywhere else!*

p25 THE LEGEND OF ZELDA GAMECUBE *You won't believe what you're seeing – first ever shots inside!*

p28 SOUL CALIBUR 2 *The best beat-'em-up in the world comes to Gamecube! Get looking!*

p8 SONIC ADVENTURE 2 *Sega's spikey blue mascot sensationally debuts on da Cube!*

p20 CRAZY TAXI *Exclusive preview! Sega's top-notch racing game screeches onto GC...*

OUR PROMISE TO YOU

Because we're not tied to Nintendo, only NGC can deliver the most reliable news and reviews first. We answer to no-one except you, the reader, which is why we promise you can trust what you read – every single issue.

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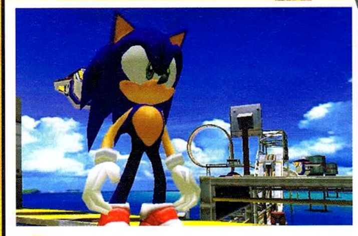
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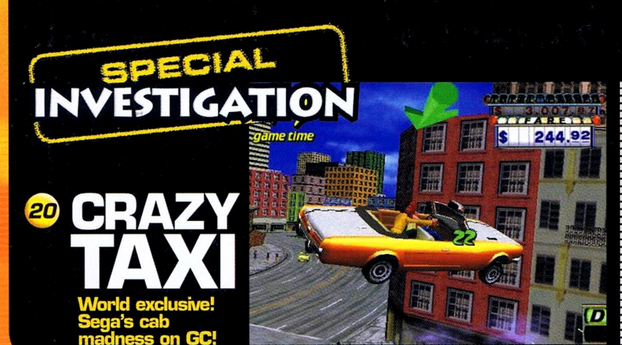
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You're once, twice, three times a party – but do we looo-ooo-oooove you?



Exclusive shots of Metroid in action!



If this is third-person, why can you still see Samus' helmet display? Eh? Eh?

Nasty-looking beasties and lovely-looking scenery – that's Metroid Prime.

METROID

INFO BURST	
METROID PRIME	
DEVELOPER:	Retro Studios
PUBLISHER:	Nintendo
HOW MANY PLAYERS:	TBA
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	TBA
NUMBER OF DISCS:	1
GBA LINK-UP:	TBA
WHEN'S IT OUT?	
US	2002
UK	2002
Japan	2002
ANTICIPATION RATING	

The troubles at Retro Studios continue unabated. *Metroid Prime*, the only game left in development at the Texas codeshop, was due to be extensively demoed in finished form at Spaceworld – but Shigeru Miyamoto, unhappy with the controls, held it back for last-minute tweaks.

The brief clip of the game that rolled across the show's video screens didn't reveal many 'issues', though. *Metroid* is a real looker, with hologram-like corridors and gribbly alien insects tearing around the screen at a suitably frantic pace, and Samus Aran's shape-changing gun firing off everything from explosive-tipped rockets to giant sticky bubbles. Everything's viewed through Ms Aran's helmet visor – which means your vision could be restricted by steam, condensation, pelting rainwater or even the reflection of the heroine's lovely face. Interesting idea.

First among prequels?

Other than that, the details are pretty scarce. We're still not even sure whether the mooted third-person view, which is supposed to kick in when Samus rolls into a ball for speedy travel around the multi-levelled maps, remains a goer. Rumours also persist that *Metroid Prime* is a prequel to the NES and SNES games – so as not to clash with the plot of the upcoming *Metroid IV* on Game Boy Advance – but, as usual, Nintendo is keeping such details under wraps.

Metroid is a real looker, with hologram-like controls and gribbly alien insects tearing around

Although only one level of *Metroid Prime* has been completed, Retro has plenty of time to ensure its solitary game comes up to Shigsy's exacting standards – Nintendo are hinting that it won't arrive on US shop shelves until well into 2002, and possibly even early 2003. We'll be bringing you more next issue. NGC



You can see each rocket sliding into the chamber with this gun. Just the kind of detail we like.

Flickering lights make for tense exploration – and the prospect of big bosses catching you unawares.

PRIME
bullet time

The aliens in Metroid Prime are blessed with plenty of intelligence, so treat them with fear and respect. Or, simply smack them in the chops with a big old fireball. That'll teach 'em.

First shots of Sega's mascot tearing it up on Gamecube!



We saw this runaway truck section at Spaceworld. It's a superb – and fast – set-piece.

SONIC ADVEN

Shadow is a robot, and Sonic's arch-nemesis. Lucky that Nintendo didn't have anything to do with Sonic Adventure 2, or he'd be called 'Wasonic'. Yak.





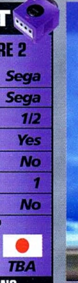
Looks the business, doesn't it? Sega have taken to Gamecube like a hedgehog to a big pile of leaves.

INFO BURST

SONIC ADVENTURE 2

DEVELOPER:	Sega
PUBLISHER:	Sega
HOW MANY PLAYERS:	1/2
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?





US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING





Some of the scenery is just stunning – even if most of it passes by as a blur.

TURE 2

boss hog

After teasing us with blurred-out screenshots, Sega finally revealed its mystery fourth Gamecube title at Spaceworld. And what a groundbreaker it turned out to be – after ten years of all-out war between Sonic and Mario, the blue hedgehog has finally raised the white flag and joined Nintendo's cause.

Sonic Adventure 2, coded by the same team behind every one of Sonic's many games, has just arrived on Dreamcast to near-universal praise. It's ostensibly a pretty platform game – but, true to form, Sonic just can't help screaming around the levels at speeds that would make Mario puke, and each stage is littered with staggering set-pieces designed to add to the adrenaline rush. Just wait until you've raced down the side of a 60-storey skyscraper, or sprinted along San Francisco's hilly streets at 50mph while being pursued by an out-of-control 18-wheeled juggernaut.

Let's talk about six

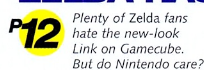
There's more to *Sonic Adventure 2* than scampering about and pocketing shiny gold rings, though. Six playable characters – including newcomer Shadow – bring six different playing styles to each level, including item-searching and all-out shooting. Plus, there's a smattering of thoroughly enjoyable minigames, including a kart race and the oddball 'Chao Raising' – your chance to breed and gawp at eye-moisteningly cute baby animals. Bless.

Annoyingly, *Sonic Adventure*'s creators aren't fussed about taking advantage of Gamecube's particular specialities, and the game will look and play identically to its Dreamcast daddy. But there's a silver lining to that cloud – the lack of extras will ensure that Sega can polish off *Sonic Adventure 2* in record time. We'll be taking a closer look at this little beauty in a couple of issues' time. NGC

Six playable characters – including newcomer Shadow – bring six very different styles to each level.

A rare shot of Sonic the Hedgehog actually walking. Give him a minute and he'll be off running again.

That poster behind Sonic is a nudge-nudge reference to the animal-breeding sub-game.


ZELDA RAGE

P12 Plenty of Zelda fans hate the new-look Link on Gamecube. But do Nintendo care?



P13 MIYAMOTO PROMISES MORE
What are Marionette and 100 Marios? Shigsy spills the beans at Spaceworld.


P16 GAMECUBE BY INVITATION ONLY?
Mark Green investigates whether third-party Gamecube developers are being given the cold shoulder by Nintendo.



Gawping gamers got their mitts on a wealth of Gamecube games at Spaceworld.

Finished Gamecube leads and packaging, on show just prior to the Japanese launch.

GAMECUBE

Bad news for the UK and US – but the

By Mark Green

As Nintendo throw their full weight behind the imminent Japanese launch of Gamecube, there's been disappointing news for UK gamers impatiently waiting for the purple wonderbox to land in Europe – and bad tidings for US fans, too.

At the first ever dedicated European Nintendo Show, held in London this month, Nintendo bewildered everyone by refusing yet again to be drawn on a solid launch date for Gamecube in Europe. 'Spring 2002' remains the ambiguous date, and Nintendo of Japan Director Satoru Iwata warned show attendees not to expect a proper date to be announced until the end of the year.

However, Electronic Arts may have unintentionally let slip the date in their latest release schedule, unveiled on the same day that the Nintendo Show kicked off. Tellingly, the GC version of snowboarding sequel *SSX Tricky* is pencilled in for UK release on 8th March 2002.

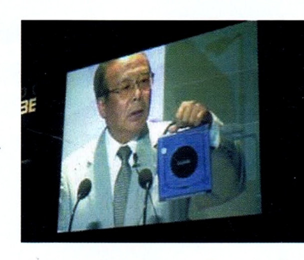
USA launch-date delay

Earlier, as Nintendo wowed huge crowds at their annual Tokyo Spaceworld show – this year dedicated to giving the Japanese public its first play on Gamecube software – a delay to the console's US launch was quietly revealed. The move, from 5th to 18th November, cancels out a key advantage Nintendo had over Microsoft's XBox, which now has a ten-day headstart on Gamecube in US stores.

Peter Main, Vice President of Sales and Marketing at Nintendo of America, played down the delay. "The fact the other guy may or may not show up on the indicated date is immaterial to us," he told a US website. "The launch date was entirely a discretionary call. It just makes sense to make sure this is the most successful launch we've ever had."

Land of the rising fun

Despite these frustrating revelations, Gamecube's Japanese launch on 14th September is destined to be a huge success. 500,000 machines will be delivered to shops on launch day, and three games – *Luigi's Mansion*, *Wave Race: Blue Storm* and Sega's *Super Monkey Ball* – will join them. Only purple Gamecubes will be available to begin with, but Nintendo used Spaceworld to unveil new Jet Black and Spice (orange) models, which will hit Japan in November.



America's allocation of Gamecubes has been upped from half a million to 700,000, with 1.1 million planned to be in stores by the end of the year, accompanied by the new marketing slogan "Born To Play". But although advertising has already begun – free Nintendo textbook covers featuring Gamecube imagery have been delivered to colleges right across America in preparation for the new 'semester' – concern is growing

With Gamecube present, Spaceworld 2K1 was blessed with record crowds.

MORE FROM SPACEWORLD

All the big announcements from **page 12** onwards.
- *Mario Sunshine* and *Zelda* in action on **page 24.**
- Gamecube's line-up playtested from **page 26.**
- GBA coverage from Spaceworld starts on **page 46.**

GLOOM

Japanese are go for launch.

that Nintendo are leaving their GC marketing too late. Microsoft have been plugging XBox in game shops since May.

That's a teensy eject button in the middle. Nintendo have thought of everything.

Big hitters

Spaceworld, though, reinforced Nintendo's determination to let their superb games do the talking. Shigsy lifted the curtain on stunning Gamecube versions of *Mario* and *Zelda* (see pages 13 and 24), and big-name developers Sega and Namco committed themselves to The Big N with GC versions of *Sonic Adventure 2* and *Soul Calibur 2*. New versions of *Pikmin*, *Starfox Adventures* and *Super Smash Bros Melee* on the show floor demonstrated how quickly development has progressed since their first showing at May's E3 expo in Los Angeles.

By the time you read this, Gamecube will have launched in Japan, and we'll know the results of Nintendo's hard work developing and hyping the teensy box of tricks. Don't miss **NGC**/61, and our *huge* reviews of Gamecube's very first games. **NGC**

STOP PRESS!

Monsters in Your Pocket

September's UK Nintendo Show was mainly a home for 'announcements' that we'd already seen and heard at E3 and Spaceworld. But there was one surprise – the unveiling of Pokémon Mini, a tiny little console that accepts microscopic Pokémon game carts.

Pokémon Mini sports a D-pad, three buttons – including a handy shoulder button – a terrifyingly small black-and-white LCD screen, and a built-in clock and stopwatch. It currently plays host to three games, Pokémon



Pinball, Pokémon Zany Cards and Pokémon Puzzle Collection. Many of the minigames on each cart take advantage of an in-built shock sensor (so you can shake it about to control the game), and there's an infrared port for two-player craziness – at a distance of up to one whole metre!

Expect this cute fellow to be popping up all over European playgrounds in – you've guessed it – 'Spring 2002'.



ZELDA RAGE

New-look Link upsets fans

The stunning and unique *Legend of Zelda for Gamecube* has provoked a storm of criticism from thousands upon thousands of Nintendo fans.

Disappointed that Shigeru Miyamoto and his team have canned the super-realistic version of *Zelda GC* seen at Spaceworld 2000 in favour of ground-breaking cartoonesque visuals, a huge online contingent has been making their anger increasingly vocal. Nintendo has been flooded with emails, petitions and results of polls demanding the game be restored to its previous, 'grown-up' state.

"Words cannot convey how angry, betrayed, disgusted, and simply sad I am about the new look," read one post to an online forum. "Not every Nintendo fan is still in nappies," said another. "Not all of us want kiddie cartoons."

Shigsy speaks

Shigeru Miyamoto justified the new-look *Zelda* to the press just hours after the game's first showing. "Do we really want to pursue a more grown-up Link?" he asked. "We've been experimenting with several ideas, and I think this new look is the course we should take. We are trying to make GC *Zelda* as unique as the others in the series. It's important to make each new game different."

Innovation is key

Nintendo's official response to all the wailing and gnashing of teeth was more dismissive of detractors. "We believe that Gamecube will succeed or fail on the basis of bringing players something innovative," said Nintendo of America's Greg Hamilton. "*Zelda for Gamecube* is not only an unprecedented form of animation in a video game, but also an artistic vehicle for Mr Miyamoto to reinvent the *Zelda* series, just as he has for 15 years."

To judge for yourself, flick to page 25 to see world-first screenshots of *The Legend of Zelda* on Gamecube. **MG**

VIRTUAL REALITY

NINTENDO GAMING MOMENTS 'COME TRUE'.

THIS MONTH: Dropping in on someone 'in the can', *GoldenEye*-style!

THE TEST: Mark lurks above the men's loo, then leaps in on Geraint with, "Hope you don't mind me... dropping in!"





RESULT: Arrest and court appearance.

SHORT CUTS

CARTOON TIME

Ubi Soft have revealed two of the 19 Gamecube titles they currently have in development – *Batman: Vengeance* and *Disney's Tarzan*. The former is a beautiful 3D-ish cartoon adventure, based heavily on the recent TV series, while the latter will be an 'extreme sports' game, borrowing from the fast-paced tree-surfing scenes from the Tarzan animated flick. Swingin'. **MG**

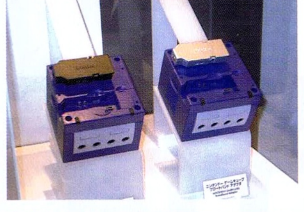


CRUISE ON CUBE

Thanks to a handshake between Activision and Dreamworks Pictures, we'll soon be seeing a



GC interpretation of upcoming Tom Cruise flick Minority Report. The Steven Spielberg-directed movie features a futuristic police force which peers forward in time and arrests criminals before they've committed their crimes. The game is due out sometime in 2002, with the movie currently planned for June in the US. **MG**



NO NINTENDO NET... YET

Nintendo defied expectations and remained all but silent at Spaceworld on how GC's modem would be put to use in future.

Aside from a pre-show announcement that The Big N would make Gamecube "internet accessible" in 2002, and release the machine's 56k modem in Japan in March, the exact nature of the purple wonderbox's online capabilities remain a mystery. Nintendo are still largely pursuing a 'watch and wait' policy.

"Nintendo is very sceptical about the business side of online gaming," Mr Miyamoto told us. "We are concerned about the profits."

The modem's arrival should also herald the release of Sega's *Phantasy Star Online v2* on GC, equipped with the option to play other *PSO* owners across the globe. That requires no work on Nintendo's part – they're allowing *PSO* to plug straight into the existing Seganet servers, currently used solely by Dreamcast. **MG**

JO DARK'S SPY-CAM

"What? Use my state-of-the-art Spy-cam to search for bits in games 'borrowed' from elsewhere? I'd rather go to third base with Daniel Carrington. Still, if I *must*..."



"Does that chunky, outdated piece of tat that Fox McCloud carries in *Smash Bros Melee* look familiar? Of course it does. It's the Super Scope 6, the old SNES light gun. Worst gun in the world."





"More *Melee*. What's that familiar stretch of scenery in the background of this one-player level? I won't keep you in the 'dark' – boy, I really crack myself up – it's one of the courses from *Mario Golf*."

MIYAMOTO PROMISES MORE



New Mario games in the works

In addition to unveiling his flagship title *Mario Sunshine* (see page 24 and our Special Investigation), Shigeru Miyamoto has dished more dirt on *Marionette* and *100 Marios*, two mystery Gamecube games first announced at May's E3 show.

Shigsy revealed that *Marionette* features not Mario, but a wooden puppet, and that he's hoping to make it "both complicated and simple at the same time, which is kind of a contradiction!". *100 Marios* is based on the technology used in the Mario demo shown at Spaceworld 2000 – some of which was utilised in *Pikmin* – but Mr Miyamoto described it as being little more than an experiment at this stage, and at least two or three years from fruition.

Hedging his bets, Miyamoto said that he "may" be able to show something of one or both games "sometime in the future." Spaceworld 2002 is a good bet for their first outing.

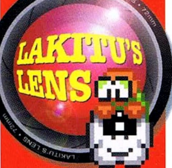
Sunshine secrecy

On *Mario Sunshine*, Shigsy was even cagier. "As long as it's called *Mario Sunshine*, we'll really have to sell it in the summertime!" he joked, before stressing that the curious gadget on Mario's back is the key to the game's secret. *Mario Sunshine* did not receive as favourable a reaction at Spaceworld as the new *Zelda*, and Mr Miyamoto seemed keen to reassure the assembled press that it would be a worthy follow-up to *Super Mario 64*. "Please look forward to it!" he laughed.

Marionette, *100 Marios* and *Mario Sunshine* are just three of around 30 Gamecube titles that Miyamoto told us he's responsible for. "In theory I have to approve each and every game budget," he said. "But of the 30 games I'm currently overseeing, I'm only directly involved in about six or seven."

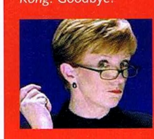
Shigsy loves Sega

Those 30 titles could soon be joined by another game – the oft-rumoured joint Nintendo-Sega project. Shigsy mentioned that he's keen on a collaboration with Sonic Team head and Gamecube fan Yuji Naka – and the man himself was coincidentally seen wandering the Spaceworld show floor. **MG**



When the BBC2 nostalgia-fest I ❤ the 1990s turned its attention to 1991 in its 24th August programme, it couldn't help but avoid the infamous Sega vs Nintendo wars that took place that very year. The programme's rent-a-celeb commentators sniggered about Mario being 'a fat Italian plumber' – how very original.

Monday 13th August, BBC2, and the American edition of The Weakest Link. The fragrant Anne Robinson chucked a Nintendo-related teaser in the direction of a US contestant – namely, "The Nintendo character Mario first appeared in what popular arcade game?" Unsurprisingly, the clueless contestant didn't have the foggiest. The answer was, in fact, *Donkey Kong*. Goodbye!



Nintendo have been adorning televisual airwaves in the Land of the Rising Sun with some inspired Gamecube advertisements – more on those and others next month – but The Big N's marketing budget doesn't end there. Japanese folk watching baseball matches have also been treated to billboards plugging the wondermachine. Will Nintendo spend money on similar ads in British footie stadiums? Er, nah.



STATE OF PLAY

WITH MARK GREEN

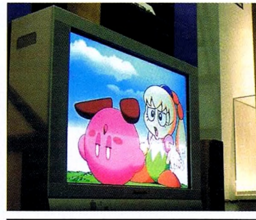
A new Nintendo Show for Europe? It sounded like a great idea – and, coupled with the formation of a dedicated Nintendo UK office earlier this year, a heartening sign that Nintendo might be about to sit up and finally take notice of this silly little continent of ours.

But with depressing inevitability, London's Nintendo Show 2001 turned out to have exactly the opposite effect that its organisers had planned. An hour of so-called 'announcements' to those assembled at Westminster Central Hall simply made The Big N's bewildering ignorance of all things European crystal clear to everyone once again.

It was mainly thanks to the soul-crushing decision to make Europe wait until the rest of the world actually *has its hands on Gamecube* before we even hear about a release date. PlayStation 2 is off and running, and Bill Gates is poised to make XBox a success in Europe at any cost – but Nintendo are *again* arrogant enough to think that Gamecube can simply hype itself. They have clearly learned jack-all from the N64 experience, despite rumours to the contrary.

Then there were month-old announcements presented as stop-press news – 'exclusive video' of Spaceworld game footage, anyone? – and Nintendo of Europe's PR automaton David Gosen wittering on about N64 and Game Boy Color for half an hour. When Gosen began hyping *Mario Party 3* as though it'd be stamping all over PlayStation 2 sales this Christmas, it was hard not to stand up and walk out.

The appearance of a gospel choir – three times in one hour! – was the icing on the cake. Clearly, while American and Japanese shows demand – and get – world-shattering announcements and unveilings of brand new games, Europe can be fobbed off with squirm-in-your-seat song-and-dance numbers and little else. 'Nintendo No-Show 2001' would have been a more appropriate title.


Crystal-clear DVD playback, courtesy of Panasonic's silvery wondermachine.

PANASONIC DVD GC FINALISED

Silvery stunner wows Spaceworld crowds

While the **NGC** jury is still out on Panasonic's boxy, dual handle-topped design, it was difficult not to be impressed by the quality of the machine when it was fully unveiled at Spaceworld this month.

Affirming everyone's belief that the GC-DVD hybrid would – unlike another console we could mention – boast high-quality DVD playback, Nintendo showed off the machine by displaying a DVD release of the excellent Kirby anime soon to air in Japan, while other monitors ran *Wave Race* to demonstrate its gameplaying function.

Final touches

Unlike previous versions we've seen, the final design has lost the brushed chrome display panel in favour of a new mirror-faced front-end. The stand also showed Panasonic's silvery rendition of the GC controller and a remote control – both of which will be bundled with the machine when it's launched in Japan later this year.

As far as differences between Nintendo's GC and Panasonic's version are concerned, both are identical when it comes to playing games. There are no enhancements in graphics performance, loading times or running speed – the only bonus is the ability to play DVDs.

Unfortunately, there are no plans yet to release it in the West, as doing so would price the machine well out of people's reach. Still, as time goes on, there's every chance that the price will eventually drop low enough for this to be possible. **GE**



GC GIANT

One of the most obscure releases never to see the light of day outside the failed Japan-only 64DD disc drive, *Doshin the Giant* has finally found a home – on Gamecube.

Dreamt up by oddball designer Kazutoshi Iida, the game is rather like god sim *Populous*, but starring a yellow giant who can be either kindly or evil to his minions. It's a curious beast, and very welcome on Gamecube next year. **AM**

DODGY DEALINGS

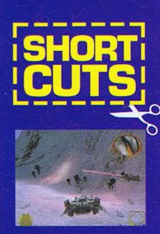
Online purchasers in the US recently had a very interesting opportunity… A seller on auction site eBay from San Francisco was offering a Gamecube controller in mint condition. Well before launch. Intriguing, eh?

Further investigation revealed that this was not the final version, but one of the many development controllers that publishers have had for some time. It's possible either that the controller was either nicked from the E3 show, or that the seller was an ex-employee of a development house. Whatever the case, the public never got to find out, as the item summarily vanished from eBay's lists in a couple of days.

By this time, however, there was enough interest from bidders to get the asking price up to a clearly ludicrous $15,000. **AM**



An auction for fools who couldn't wait just two weeks for GC's official release.



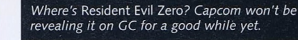
SKYWALKER-SAN

Here's a couple of interesting little *Rogue Leader* titbits for you to get your teeth into. Curiously enough, EA and Square have the rights to publish the Factor 5 sci-fi stunner in Japan and will also be set the task of translating all the superb voice acting into Japanese.

Additionally, the 'English-speaking' versions of *Rogue Leader* will feature the voice of none other than Dennis Lawson – Luke's piloting chum Wedge Antillies in the movies – as well as incorporating speech taken from the actual films. So we can expect to hear classic lines like "Okay kid, now let's blow this thing and go home" booming from our Gamecube in just a matter of months – marvellous. **GE**

PANASONIC SHARPEN UP

Sharp, the company that's been churning out LCD screens for Game Boy since it first hit the shops over a decade ago can no longer seem to make them fast enough. Enter Panasonic, then, who have been asked by Nintendo to boost their dwindling supply. After showing The Big N's head honchos a bunch of sample screens, Panasonic were granted the go-ahead to assist Sharp in the production of – get this – *25 million* GBAs ready for 31st March. Looks like Nintendo really mean business, then… **GE**


Where's Resident Evil Zero? Capcom won't be revealing it on GC for a good while yet.



Konami have finally committed to the Gamecube with Rave, a top secret game featuring the fools on the right.


Capcom's Mickey Mouse doesn't look all that great, but we bet it'll play just fine.

THE THIRD PLACE

Few third-party announcements at Spaceworld

Mario and *Zelda* stole the show at Spaceworld – but amid the excitement, few people noticed a decided lack of third-party titles.

Whither *Resident Evil Zero*, eh? It's been in development for a very long time, yet Capcom only had some hugely exciting footage of a Mickey Mouse game.

According to Capcom top bod Mr Tatsuya, *Resi 0 is* still being worked on for Gamecube – although no further details will be forthcoming for quite some time. The game "looks incredible", according to Tatsuya, and should justify its marathon development time.

Namco niceness

Things are looking brighter on the Namco front, though. They've now confirmed that pristine beat-'em-up *Soul Calibur 2* and a new version of *Ridge Racer* are bound for Gamecube, and a *Tekken* announcement is reportedly in the pipeline.

Now, wouldn't Konami's *Metal Gear Solid* be nice…? The jury is still out on that one, but Konami did bring interesting news of a game called *RAVE: The Groove Adventure*. It's based on a Japanese cartoon set to launch in October, and is likely to feature serious artillery, cartoon heroes and Japanese wackiness in a third-person "action adventure" format.

For more on third parties, check out Mark's in-depth report on page 16. **AM**





GBC'S FUTURE SEWN UP

Despite a complete lack of anything exciting games-wise on Game Boy Color at Spaceworld, one stand on the show floor seemed to attract an awful lot of attention – and rightly so.

Another superb example of Nintendo's innovative thinking, these particular GBC titles aren't actually games at all – they're sewing programs that allow you to edit patterns on the GBC itself. With the software, you can use preset images and characters, or design your own via a nifty paint-program interface – you can even let it know what kind of stitching to use. Once this is complete, you simply download the designs onto a special sewing machine called the Jaguar and it then proceeds to embroider whatever it is you've come up with onto clothes, bags or anything else you want decorated – within reason, obviously.

The designs being demonstrated were all available on the one cart and featured just about anything Nintendo have ever created, from Wario and Kirby to Mario himself.

Sadly, it's extremely doubtful that we'll ever get anything like this over here. Still, we think it's a pretty smart idea, and another example of the GB's incredible versatility. **GE**



We track down the Nintendo gaming heroes that time forgot.



Stanley the Bugman

Who? The pest controller who inexplicably replaced Mario in the third *Donkey Kong* coin-op, released in 1984. Using his big insecticide can, Stanley fended off swarms of bees that were chucked around the screen by DK. Unsurprisingly, *Donkey Kong 3* did not prove Nintendo's most successful '80s arcade game.

Where is he now? Dear Stan has been reborn as one of the many character trophies in *Super Smash Bros Melee* – frozen in that uncomfortable aerosol-spraying pose forever.



GAMECUBE BY INVITATION ONLY?

Nintendo designed Gamecube primarily to run its own games. Does that mean it's turning its back on other developers? Mark Green finds out.

Gamecube is primarily intended for Nintendo software. It would be contrary to our philosophy to concentrate on third-party software… in order to sell consoles." The words of Satoru Iwata, director of Nintendo Japan.

The gist of his message? Nintendo Gamecube can manage perfectly well with just Nintendo games, thankyou very much. If other developers want to come along for the ride, so be it – but in the immediate future, The Big N isn't looking for third-party GC titles.

So, what is Nintendo playing at? After a crippling lack of N64 games, is it failing to support developers and risking a similarly barren Gamecube release schedule? Not according to Diarmid Clarke at Confounding Factor, the folk behind *Galleon*.

"We did a presentation for Nintendo at E3," he recalls. "Within a week, we had Gamecube development kits and permission to start work on *Galleon*. It was the easiest process I've ever been involved in."

It seems Nintendo isn't anti-developer – it's just taking a more relaxed approach to games than, say, Microsoft, which has been frantically signing up codeshops over the last year. Nintendo welcomes third-parties – "We're not trying to close the door on them," says Iwata – but there's no rush, because, unlike Gates and co, Nintendo already has great games of its own.

"Think back to the N64 launch," says Diarmid. "*Super Mario 64* sold one copy to every single person who


Luigi will help shift Gamecubes at launch – but will there be enough third-party games to follow?

bought the machine – the first time that's ever happened. With Shigeru Miyamoto on its side, Nintendo is well aware that it really doesn't need anyone else to kickstart the initial sales of Gamecube."

The idea is that once *Wave Race* and *Luigi's Mansion* have put GC in the hands of millions of gamers, the promise of huge sales will have developers running to code for Nintendo's new machine. "We need to create a market through Nintendo's software first in order for Gamecube to succeed," says Iwata. "It's like a battle. We have to go in and establish our own position first before calling on our allies for reinforcements."

The fact that Gamecube is a powerful, coder-friendly console – one developer **NGC** spoke to had their racing game up and running in just nine days – will make it even more appealing to coders.

"There's a definite improvement in Nintendo's attitude from the N64 days," reports Diarmid. "For example, there's no longer any need to have your game checked over – and possibly rejected – by Mario Club, Nintendo's in-house testing team. There's better technical support from Nintendo HQ. Discs aren't as prohibitively expensive as carts. Demolishing all these obstacles has made Gamecube a brilliant prospect for developers."

Nintendo has apparently been working behind the scenes to get big Japanese names on board…

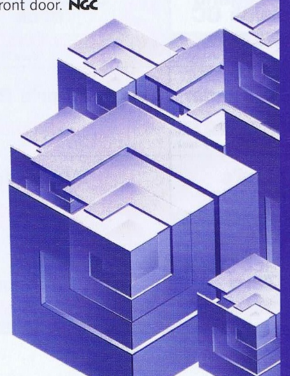

Nintendo knows that games like Mario 64 are all it needs to sell its consoles.

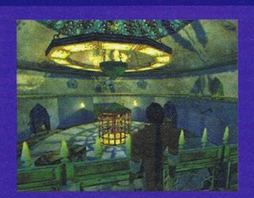
Not everyone's happy – some would prefer a more active approach. "They have made no attempt to contact us," says Chris Moorland, designer at *MTV Music Generator* developers Jester. "They haven't demonstrated Gamecube to us, they haven't offered us dev kits; as a smallish developer, we simply haven't been in their thoughts at all."

But that could be partly due to the desperate shortage of development kits. After Gamecube blew everyone away at E3, hundreds of coders applied for a development kit, forcing Nintendo to restrict them to those who'd signed to major publishers. And that's not a problem exclusive to The Big N – according to Chris, Microsoft has applied exactly the same restrictions to its Xbox development machines.

Still, Diarmid took delivery of two shiny new GC kits on the day he spoke to us. And any rumours that Nintendo has hoarded all its kits for Shigsy's personal use will be firmly quashed at the Tokyo Game Show in October, where Capcom, Konami and maybe even Square will reveal their GC plans in full. Nintendo might not be going out of its way to recruit US and European developers, but it's apparently been working flat-out behind the scenes to get big Japanese names on board from day one. By way of contrast, Capcom took well over two years to commit to the N64.

So, while no-one should expect an avalanche of third-party games for Gamecube – Arakawa foresees eight such titles for every two Nintendo-produced GC games – The Big N has clearly learned from its mistakes. There's still the occasional flash of foolish arrogance, as Ninty's refusal to welcome the mighty Squaresoft back demonstrates. But by putting all the legwork into making GC such a cheap, friendly, powerful and popular machine, Nintendo can afford to sit back and wait for the impatient knocking of the world's developers at its front door. **NGC**







HOW TO BECOME A GAMECUBE DEVELOPER

Nintendo is perfectly happy for any third party to go and make a GC game. Just so long as they follow these six simple steps.

1 Before you start, you'll need **permission from Nintendo** to make your game. Post off a 'concept submission' package outlining your game idea, and cross your fingers.

2 Congrats – you're approved! Now you can **buy a dev kit** – a PC working to Gamecube specifications. The cost is secret, but we estimate it to be around £2000. Now get coding.

3 Hit a brick wall? Have a chat with GC coders worldwide on Nintendo's developer-only **online forums**. Or alternatively converse with The Big N's dedicated support team.

4 Once the game's done, send it off to Nintendo for a **lock check** – a quick test to see that it actually works, and for any faults, bugs and crashes that need sorting.

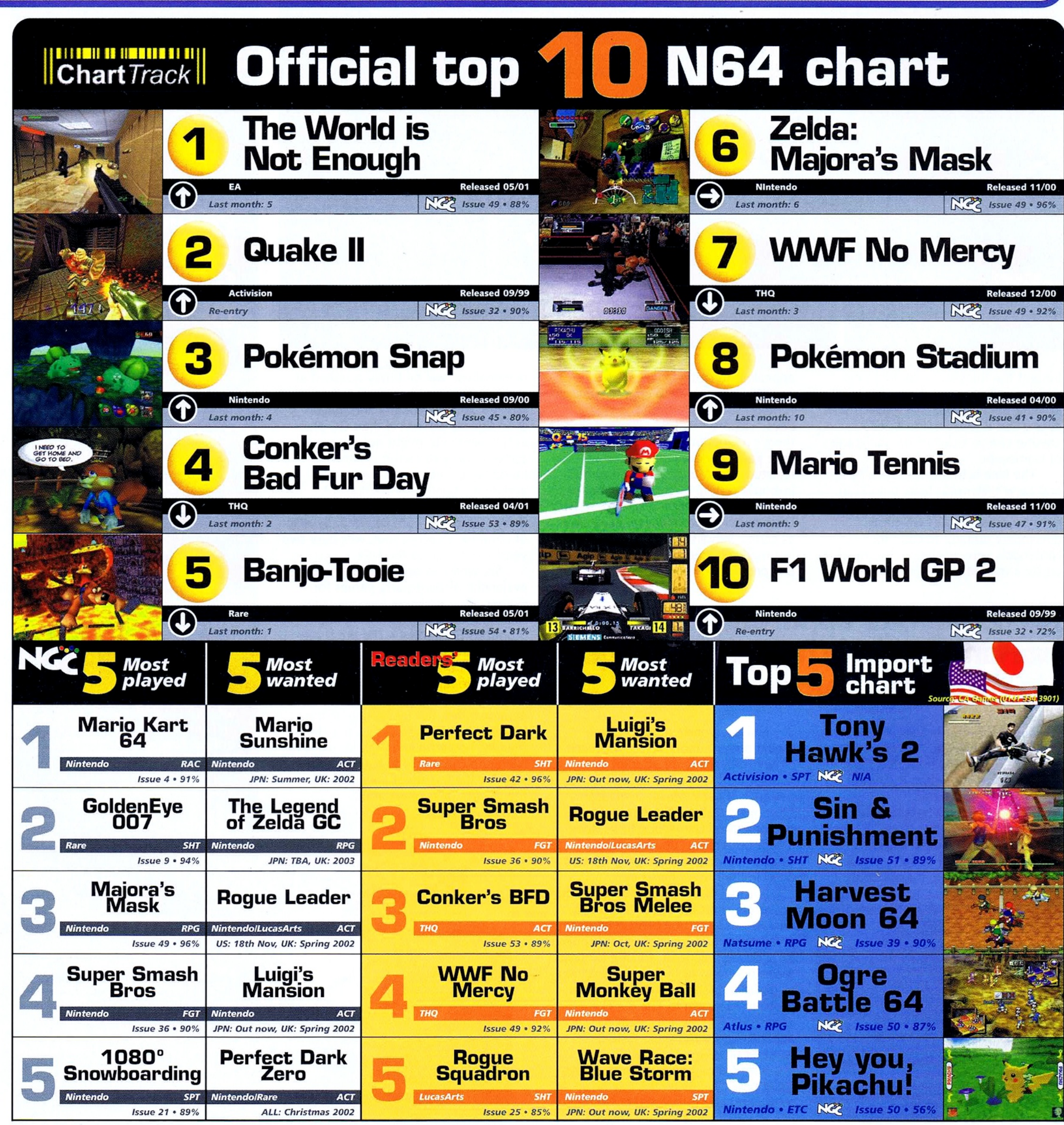
5 With all that done – and the game packaging given the nod by Nintendo – **send your game disc off** to one of Nintendo's approved duplicators to have thousands of copies made up.

6 Finally, sit back and **reel in the readies!** But don't forget to pay Nintendo its licensing fee – which is up to 50 per cent of the profits from every copy sold.

Your one-stop spot for dates, stats and facts

INFORMATION STATION

Chart updates • Release list • Most wanted • Most played



ChartTrack Official top 10 N64 chart

Pos	Game	Publisher	Released	Movement	NGC review
1	The World is Not Enough	EA	Released 05/01	Last month: 5	Issue 49 • 88%
2	Quake II	Activision	Released 09/99	Re-entry	Issue 32 • 90%
3	Pokémon Snap	Nintendo	Released 09/00	Last month: 4	Issue 45 • 80%
4	Conker's Bad Fur Day	THQ	Released 04/01	Last month: 2	Issue 53 • 89%
5	Banjo-Tooie	Rare	Released 05/01	Last month: 1	Issue 54 • 81%
6	Zelda: Majora's Mask	Nintendo	Released 11/00	Last month: 6	Issue 49 • 96%
7	WWF No Mercy	THQ	Released 12/00	Last month: 3	Issue 49 • 92%
8	Pokémon Stadium	Nintendo	Released 04/00	Last month: 10	Issue 41 • 90%
9	Mario Tennis	Nintendo	Released 11/00	Last month: 9	Issue 47 • 91%
10	F1 World GP 2	Nintendo	Released 09/99	Re-entry	Issue 32 • 72%

NGC 5 Most played

	Game	Publisher	Genre	Info
1	Mario Kart 64	Nintendo	RAC	Issue 4 • 91%
2	GoldenEye 007	Rare	SHT	Issue 9 • 94%
3	Majora's Mask	Nintendo	RPG	Issue 49 • 96%
4	Super Smash Bros	Nintendo	FGT	Issue 36 • 90%
5	1080° Snowboarding	Nintendo	SPT	Issue 21 • 89%

NGC 5 Most wanted

	Game	Publisher	Genre	Info
1	Mario Sunshine	Nintendo	ACT	JPN: Summer, UK: 2002
2	The Legend of Zelda GC	Nintendo	RPG	JPN: TBA, UK: 2003
3	Rogue Leader	Nintendo/LucasArts	ACT	US: 18th Nov, UK: Spring 2002
4	Luigi's Mansion	Nintendo	ACT	JPN: Out now, UK: Spring 2002
5	Perfect Dark Zero	Nintendo/Rare	ACT	ALL: Christmas 2002

Readers' 5 Most played

	Game	Publisher	Genre	Info
1	Perfect Dark	Rare	SHT	Issue 42 • 96%
2	Super Smash Bros	Nintendo	FGT	Issue 36 • 90%
3	Conker's BFD	THQ	ACT	Issue 53 • 89%
4	WWF No Mercy	THQ	FGT	Issue 49 • 92%
5	Rogue Squadron	LucasArts	SHT	Issue 25 • 85%

Readers' 5 Most wanted

	Game	Publisher	Genre	Info
1	Luigi's Mansion	Nintendo	ACT	JPN: Out now, UK: Spring 2002
2	Rogue Leader	Nintendo/LucasArts	ACT	US: 18th Nov, UK: Spring 2002
3	Super Smash Bros Melee	Nintendo	FGT	JPN: Oct, UK: Spring 2002
4	Super Monkey Ball	Nintendo	ACT	JPN: Out now, UK: Spring 2002
5	Wave Race: Blue Storm	Nintendo	SPT	JPN: Out now, UK: Spring 2002

Top 5 Import chart

Source: CA Games (0141 334 3901)

	Game	Publisher	Genre	NGC
1	Tony Hawk's 2	Activision	SPT	N/A
2	Sin & Punishment	Nintendo	SHT	Issue 51 • 89%
3	Harvest Moon 64	Natsume	RPG	Issue 39 • 90%
4	Ogre Battle 64	Atlus	RPG	Issue 50 • 87%
5	Hey you, Pikachu!	Nintendo	ETC	Issue 50 • 56%

ULTRA RELEASE LIST

The latest information on every N64, Game Boy Advance and Gamecube title currently in development – updated monthly.

Game name	Publisher	On	Country
September 2001			
Luigi's Mansion	Nintendo	NGC	JPN
Mario Kart Advance	Nintendo	GBA	UK
Paper Mario	Nintendo	N64	UK
Pikmin	Nintendo	NGC	JPN
Pokémon Stadium	Nintendo	N64	UK
Spider-Man: Mysterio's Menace	Activision	GBA	US
Super Monkey Ball	Sega	NGC	JPN
Super Smash Bros Melee	Nintendo	NGC	JPN
Tony Hawk's Pro Skater 2	Activision	N64	US
Virtua Striker 3 v2002	Sega	NGC	JPN
Wave Race: Blue Storm	Nintendo	NGC	JPN
October 2001			
Doom	Activision	GBA	US/UK
Golden Sun	Nintendo	GBA	US
Powerpuff Girls	BAM!	N64	US
November 2001			
Advance Wars	Nintendo	GBA	US/UK
All-Star Baseball 2002	Acclaim	NGC	US
Animal Forest	Nintendo	NGC	US
Batman: Dark Tomorrow	Ubi Soft	NGC	US
Crazy Taxi	Acclaim	NGC	US
DK: Coconut Crackers	Nintendo	GBA	US/UK
Extreme G 3	Acclaim	NGC	US
Final Fight One	Capcom	GBA	UK
Luigi's Mansion	Nintendo	NGC	US
Madden NFL 2001	EA Sports	NGC	US
Mario Party 3	Nintendo	N64	UK
NFL Blitz 20-02	Midway	NGC	US
NFL Quarterback Club 2002	Acclaim	NGC	US
NHL Hitz 20-02	Midway	NGC	US
Pikmin	Nintendo	NGC	US
Rogue Spear	Ubi Soft	NGC	US
Spyro the Dragon	Universal	GBA	US/UK
Star Wars: Rogue Leader	Lucasarts	NGC	US
Super Monkey Ball	Sega	NGC	US
Super Street Fighter II X Revival	Capcom	GBA	US/UK
Universal Studios	Kemco	NGC	JPN/US
Wario Land Advance	Nintendo	GBA	US/UK
Wave Race: Blue Storm	Nintendo	NGC	US
December 2001			
18 Wheeler	Acclaim	NGC	US
Animal Forest +	Nintendo	NGC	JPN
Eternal Darkness	Nintendo	NGC	JPN/US
Powerpuff Girls	BAM!	N64	UK

Game name	Publisher	On	Country
Rogue Spear	Ubi Soft	GBA	US/UK
SSX Tricky	EA Sports	NGC	US
Super Smash Bros Melee	Nintendo	NGC	US
2002			
Spring			
Crazy Taxi	Acclaim	NGC	UK
Dave Mirra Freestyle BMX 2	Acclaim	NGC	US/UK
Extreme G 3	Acclaim	NGC	UK
Galleon	Interplay	NGC	US/UK
Luigi's Mansion	Nintendo	NGC	UK
NBA Courtside 2002	Nintendo	NGC	US
Phantasy Star Online v2	Sega	NGC	ALL
Starfox Adventures	Nintendo	NGC	ALL
Star Wars: Rogue Leader	Lucasarts	NGC	UK
Street Fighter Alpha 3	Capcom	GBA	US/UK
Super Monkey Ball	Sega	NGC	UK
Super Smash Bros Melee	Nintendo	NGC	UK
Virtua Striker 3 v2002	Sega	NGC	US/UK
Wave Race: Blue Storm	Nintendo	NGC	UK
Summer			
Mario Sunshine*	Nintendo	NGC	JPN
NBA Street	EA Sports	NGC	ALL
Turok Evolution	Acclaim	NGC	ALL
Autumn			
Die Hard: Next Generation	Fox Interact.	NGC	ALL
Winter			
Creatures	Swing!	NGC	ALL
Donald Duck	Ubi Soft	NGC	ALL
Hot Wheels	THQ	NGC	ALL
Jeremy McGrath Supercross	Acclaim	NGC	US/UK
Jimmy Neutron: Boy Genius	THQ	NGC	ALL
Kameo: Elements of Power	Rare	NGC	ALL
Largo Winch	Ubi Soft	NGC	ALL
Legend of Zelda	Nintendo	NGC	JPN
Legends of Wrestling	Acclaim	NGC	ALL
Madden NFL 2001	EA Sports	NGC	UK
NBA Courtside 2002	Nintendo	NGC	UK
NFL Blitz 20-02	Midway	NGC	UK
NFL Quarterback Club 2002	Acclaim	NGC	UK
NHL Hitz 20-02	Midway	NGC	UK
Perfect Dark Zero	Rare	NGC	ALL
Rally Simulation	Ubi Soft	NGC	ALL
Rayman Tribe	Ubisoft	NGC	ALL

Game name	Publisher	On	Country
Resident Evil Zero	Capcom	NGC	ALL
Robocop*	Titus	NGC	US/UK
Rogue Spear	Ubi Soft	NGC	US/UK
Rugrats	THQ	NGC	ALL
Scooby-Doo	THQ	NGC	ALL
Spider-Man: The Movie	Activision	NGC	ALL
Star Wars RPG*	LucasArts	NGC	ALL
Tarzan	Ubi Soft	NGC	ALL
Tetris Worlds	THQ	GBA	ALL
The Land Before Time	Universal	NGC	ALL
The Road to El Dorado	Ubi Soft	NGC	ALL
Tony Hawk's Pro Skater 3	Activision	NGC	ALL
TBA			
1080° GC	Nintendo	NGC	ALL
Advanced Columns	Sega	GBA	ALL
Banjo-Kazooie: Grunty's Revenge	Nintendo	GBA	ALL
Bomberman Generations	Hudson	NGC	ALL
Breath of Fire 1	Capcom	GBA	ALL
Breath of Fire 2	Capcom	GBA	ALL
Crash Bandicoot: Wrath of Vortex	Konami	NGC	ALL
Crouching Tiger, Hidden Dragon	Universal	NGC	ALL
Diddy Kong Pilot	Rare	GBA	ALL
Donkey Kong Racing	Rare	NGC	US/UK
Doshin the Giant	Nintendo	NGC	ALL
Duke Nukem Forever	Infogrames	NGC	ALL
First-person shooter*	Saffire	NGC	ALL
Jurassic Park III	Universal	NGC	US/UK
Legend of Zelda	Nintendo	NGC	US/UK
Mario Kart for Gamecube*	Nintendo	NGC	ALL
Mario Sunshine*	Nintendo	NGC	US/UK
Metroid 4	Nintendo	GBA	ALL
Metroid Prime	Nintendo	NGC	ALL
Mickey for Gamecube*	Capcom	NGC	ALL
Picassio	Promethean	NGC	ALL
Pocket Music GBA	Nintendo	GBA	ALL
Ridge Racer Next*	Nintendo	NGC	ALL
Rune	From Soft.	NGC	ALL
Sabre Wulf: Rumble in the Jungle	Rare	GBA	ALL
Saffire	Saffire	NGC	US/UK
Sonic The Hedgehog Advance	Sega	GBA	ALL
Soul Calibur 2	Namco	NGC	ALL
Spyro the Dragon	Universal	NGC	ALL
Thornado	Factor 5	NGC	ALL
WWF Road to Wrestlemania	THQ	GBA	ALL

*working title only



cut and send

VOTE! INFORMATION STATION

Top 5 vote 'n' draw

There's only one way we can keep track of your gaming needs, and that's if you tell us! Just fill out the form and send it in!

And as if you needed any more encouragement, each month we'll be putting all the Information Station slips into a big hat and awarding a spanking new GBA or N64 game to the first one drawn. Just tell us which game you'd like.

My five most played games are:	My five most wanted games are:

Name ....

Address ....

....

....

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Postcode ....

Game Wanted..

SPECIAL INVESTIGATION

CRAZY TAXI

Sega's barmy arcade racer is heading to Gamecube...

INFO BURST	
CRAZY TAXI	
DEVELOPER:	Acclaim
PUBLISHER:	Sega
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

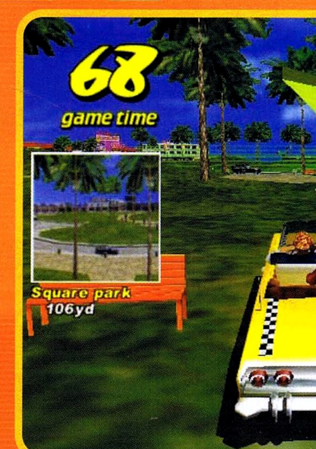


Nov | Spring | TBA

ANTICIPATION RATING

First *Super Monkey Ball*, then *Phantasy Star Online v2* and now *Crazy Taxi*. Sega, it seems, is more than willing to lend some of its most respected titles to Nintendo's forthcoming console. However, unlike with the first two titles, Sega is shifting responsibility for the Gamecube conversion of *Crazy Taxi* out of house – and over to *Extreme G 3* coders, Acclaim Cheltenham.

Naturally, we were very eager to sample Sega's classic free-style arcade driver on the Cube, so we headed along to get our teeth into what promises to be Acclaim's second must-have title when Gamecube launches in Europe next spring. If you never sampled this frantic, buck-grabbing crash-fest, buckle up, cast your eyes over the next few pages, and learn just why Sega is still king of the arcade...

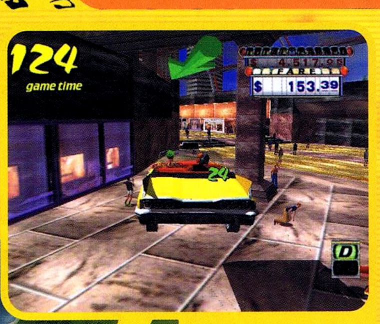


SEE THE SIGHTS

There are two cities to choose between in *Crazy Taxi* – Arcade and Original. The main Arcade map will probably be the first you'll visit, so here's a little guided tour to show the kind of mayhem you can expect. Bear in mind that you can go absolutely anywhere – if you want to take a shortcut through a busy cafeteria, you can. Fancy driving the wrong way down a motorway? No problem. As long as your bumper can hack it…



Crazy Taxi is by far the most visually pleasant free-roaming driver in existence. Lovely.



Always make sure you don't scare off potential customers – it'll waste valuable time.



The freeway is a real nightmare. Hitting something head-on is a real challenge.



It may look confusing, but you'll soon find your way around the busy city section.

The baseball stadium will be one of your most frequently visited destinations.



The coastline is packed with sunbathers. Just plough through for more bucks.



Some of the details are superb. You can even see a bride making her way past the church. Make sure you mess the lawn up.



You can chop your route in half by getting in some off-road action. After all the quickest way is always in a straight line, right?!



Pretty much every object can be sent tumbling across the crowded streets One tactic is to use them to assist braking.

CRAZY CABBIES

Four drivers are open to you at the start of *Crazy Taxi*, each with attributes to suit various driving styles. Whether you want to throw your weight around in the traffic or cut across parkland at high speed, there's someone for everyone.



AXEL

The all-rounder of the pack. With good brakes and acceleration, you can pick up customers with speed, saving you valuable time.



B.D. JOE

The fastest cabbie in the game, so he's great for those who stick to the road. His poor traction on grass makes shortcuts a bad idea, though.



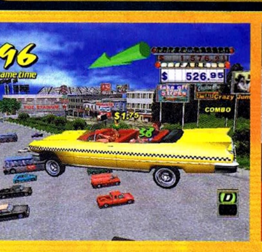
GENA

This feisty young lady has the best acceleration and braking, making for some serious cash potential. Just don't let her hit any buses…



GUS

The heavyweight of the group. His acceleration and brakes stink, but get him up to speed off-road and he can plough through anything.



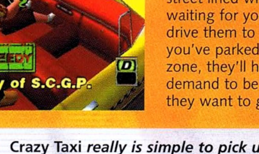




The drop zones and arrows are really hard not to spot, making Crazy Taxi instantly accessible.



Your traction on sand is greatly reduced, so try not to go here too often.



Your objective in *Crazy Taxi* is as simple as can be. Choose from one of four low-down, dirty beatniks, throw your Highway Code out the window and prepare to scare the living daylights out of innocent civilians – all in the name of cash.

Crazy Taxi is as pure an arcade experience as you'd expect from a company that's been producing coin-guzzling classics since the early '80s.

The game starts with close-up of your front number-plate, before the camera swings into position behind your chosen taxi. Ahead, you'll see a busy street lined with wise-cracking 'fares' waiting for you to pick them up and drive them to their destination. Once you've parked in their flashing pick-up zone, they'll hop into your taxi and demand to be taken to wherever it is they want to go. The further away the destination, the bigger the time bonus and the more cash you'll generate.

The Knowledge

If this happens to be your first taste of *Crazy Taxi*'s bustling city streets, fear not. Suspended at the top of the screen is a whopping great arrow which will show you where to go, changing colour the closer you get to your destination. Now all you have to do is get there in the allotted time and drop off your passenger before seeking out the next fare to extend your play time. Failing to pick up another passenger or drop off an existing one will result in your pathetic driving skills being insulted and the end of your cabbie career.

Okay, on paper it may not really sound the most exciting premise in the world, but getting behind the wheel of your yellow motor is something else

FARE GAME

***Crazy Taxi** really is simple to pick up. Here's a brief run-down of the opening section to give you a taster of what's to come – but believe us, it soon gets a whole lot scarier…*



You've got to get as close as possible to your fare. If you scare them off or stop too far away, it'll take ages for them to get to you.

Now just speed off and follow the arrow. The timer next to the customer lets you know how long you have to get there.





Slam on the brakes and try to stop as close as possible to your passenger's destination to claim your cash prize. Job done.

Time to earn even more crazy money, then. Try picking up a longer-distance fare – indicated by various coloured rings.



Whatever you do, make sure you fit wipe-clean seats to the back of your cab.

entirely. First and foremost, the streets are positively jam-packed with cars, buses and pedestrians, all of whom need to be avoided – or smashed into – in order to save time and, ultimately, to accumulate as much cash as possible. The opening section of the Arcade Mode is a perfect example of this kind of four-wheeled insanity. Pick up your first fare and, more often than not, you'll be required to charge down a steep hill, leaping over oncoming trams and swerving around trees, before mounting the pavement and taking off into the busy streets below, all the while desperately trying to brake in time to drop your customer at their destination – and so it continues.

Whether you're zooming a vicar to the church, or churning up local parkland in an attempt to get a bikini-clad vixen to the sun-drenched beach in under 15 seconds, you'll be constantly looking for more and more devious and life-threatening ways of attaining the highest tariffs possible.

...you'll constantly be looking for more life-threatening ways of attaining the highest tarrifs...

Go le taxi!

It's the free-roaming nature of *Crazy Taxi* though, that makes it so appealing. The two cities are expansive, well thought-out and gorgeous in every way – especially given their stunning Gamecube overhaul. Lush green parks give way to towering stadiums, huge snaking hillside ascents are lined with trees and seaside boulevards are crammed with civilians who are more than willing to scream at you as you try to ram your way through. As if this isn't enough, nearly everything in the city can be trashed by your reckless antics – giving *Crazy Taxi* an atmosphere of unparalleled mayhem. Beautiful.

With a flagrant disregard for road safety and some stunning Gamecube shine, this promises to be superb. NGC

DRIVING MISS CRAZY

In addition to the buck-grabbing mayhem of the two cities in Arcade and Original modes, there's also the devilishly tricky Crazy Box mode. It's here that your driving skills are put through their paces as you tackle challenges that require you to perfect your cornering and braking. You'll be introduced to a number of special techniques that you'll need in order to beat the challenges, such as the Crazy Drift, Crazy Dash and Limit Cut – moves that you pull off via a combination of well-timed button mashes. Master the skills and you'll be unstoppable when you get back on the roads in a hunt for big-spending customers.

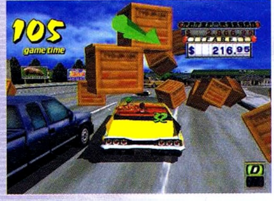




Now this we love. Burn it straight down the middle and launch yourself off the hillside, over the trams and into the city below.

Keep weaving through the traffic. If you have to ram someone out of the way, then so be it. Just keep ploughing on.





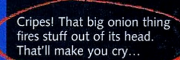
The further away the destination, the more you earn. Just remember to smash your way through as many shortcuts as possible.

Another handy tactic is to pull off some well-timed crazy drifts to earn you serious air time as you race to drop off your customers.



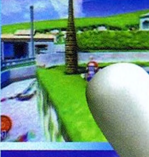













Mario's wall-jump works a treat – the range of movement is unparalleled. And great fun.

Cripes! That big onion thing fires stuff out of its head. That'll make you cry...

That golden disc is one of the coins that Mazza has to collect. What do they do, eh?

The backpack... Heaven knows what plans Shigsy has for it. Should be good, mind.



MARIO SUNSHINE

Mazza's back better than ever!

INFO BURST

MARIO SUNSHINE	
DEVELOPER:	Nintendo
PUBLISHER:	Nintendo
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

US	UK	Japan
2002	2002	Summer

ANTICIPATION RATING

Ever since the N64's launch, the public has hankered after a sequel to what is still quite possibly the finest game ever made, *Mario 64*. Now we're all a little older and fatter, the wait is nearly over.

And this is a true sequel, since the format doesn't seem to have changed that much. Mario still runs, jumps and collects coins. This time, however, there's a curious sunshine motif going on. The coins you amass in the bottom-left corner have sunny faces, and in the footage and shots we've seen so far, Mario is running around in a bright, sunny, urban landscape. But, the trademark triple-jumps, long-jumps, wall-jumps and U-turn jumps from *Mario 64* all return, you'll be glad to hear, while the area that we saw Mazza trotting around was simply huge and highly detailed.

Shigeru secrecy

However, Shigsy wasn't keen on showing the game at all at Spaceworld, until some bright spark talked him round. At the earliest, it'll hit shops in Japan next summer and is still a long way from finished. Details about it are thin on the ground to say the least. Miyamoto himself commented, "I deliberately chose images that will not reveal a lot about the game so that you will not know its secrets". Cheers, then!

Nonetheless, *Sunshine* will be one of next year's most exciting things. The future's so bright, we gotta wear shades... NGC

WHAT'S WITH THE BACKPACK?

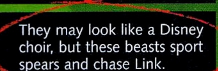
Mario sports a rather nice clear backpack with a nozzle on top. Shigsy's keeping schtum about this, but it seems most likely the nozzle on top will be able to fire something that builds up in the round meter top-right. We'd hazard a guess it's water – this'd be the mirror image of Luigi's vacuum that also squirts water. Any way you look at it, it's certainly intriguing. As soon as we wrangle any more info out of Japan, you'll have it.











They may look like a Disney choir, but these beasts sport spears and chase Link.



How can he hold his bulbous head up on such a puny neck? It's the Nintendo difference!











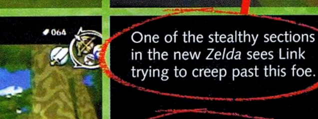


One of the stealthy sections in the new *Zelda* sees Link trying to creep past this foe.









More acrobatics this time round – Link's all over the shop, leaping around his foes.

THE LEGEND OF ZELDA

You are the strangest Link. Hello!

INFO BURST

THE LEGEND OF ZELDA	
DEVELOPER:	Nintendo
PUBLISHER:	Nintendo
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

US: 2002 · UK: 2002 · Japan: 2002

ANTICIPATION RATING

If there's one bit of Nintendo news that's guaranteed to make us lose control of our bodily functions, it's anything resembling *Zelda* on Gamecube. If Nintendo had chosen not to unveil this odd little sweetie at Spaceworld it would have had a riot on its hands. Wisely, it chose not to disappoint the crowds...

Change of direction

What appeared on the huge video screens mystified everyone who saw it. Though some have called it the unlikely offspring of *Jet Set Radio* and the Moomins, *Zelda* (it doesn't even have a title yet) is definitely a move away from the surrealism of *Majora's Mask* and the gobsmacking splendour of the Spaceworld 2000 trailer. Apparently after that trailer was made, Shigsy changed his mind, the crazy scamp. Have no fear, though. Despite the wacky, curvy, simple style, the *Ocarina of Time* game mechanics appear to be practically unchanged. You can still assign items to buttons and flip around in combat – even Link's battle cries appear to be mostly unaltered. But there are some new tricks that Link has pulled from up his sleeve, too. There seems to be more stealth involved, with Link comically tiptoeing to avoid his porcine enemies (minions of Ganon, no doubt).

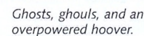
Miyamoto promised that *Zelda* would be on sale by Christmas next year, which is depressingly far away. Still, our curiosity is sufficiently piqued by Nintendo's latest madcap announcement that we'll be chasing details of this brand-new puppy next month. NGC



Updating you on tomorrow's games

COMING SOON


P27 LUIGI'S MANSION


Ghosts, ghouls, and an overpowered hoover.




P28 SOUL CALIBUR 2
The world's best fighting game – on Gamecube!


P28 RUNE
Card-based swords-'n-sorcery to warm you up like a mug of hot Bovril.


P29 SUPER MONKEY BALL
Isn't this a bit cruel? We had far too much fun to care!


ALL YOU NEED TO KNOW

FACT BLITZ

1 At least ten tracks, including updated *Wave Race 64* courses with new alternate routes.

2 Super-realistic waves – everything from calm reflective waters to terrifying tsunamis.

3 Fully-customisable weather conditions, with rain visibly splashing on the camera 'lens'.

4 Two, three and four-player racing, plus a single-player stunt mode for *really* showing off.

NEW!

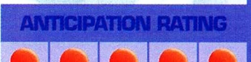


Many of the riders have come across from *1080°*. Then there's Nigel Carver, an English bod who shouts 'Super!' and 'Top-hole!' in a Dick Van Dyke accent.

RUMOURS

- Dolphin Park's seabed coral seems to confirm what NST hinted to us – you'll be glimpsing *below* the waves if you dive underwater.
- Where are the original *Wave Race 64* riders? Mark our words – they're secret characters, unlocked only when you complete a cup or two.

ANTICIPATION RATING



WHEN'S IT OUT?




Nov	Spring	Sept



Water effects so realistic, you'll need to place a layer of tissues underneath your TV screen.

WAVE RACE BLUE STORM

Not drowning, but wave-ing.

With just three weeks til its Japanese launch, *Wave Race: Blue Storm* wowed the crowds at Spaceworld 2K1 – and proved once again that US developers Nintendo Software Technology have liquid talent coursing through their veins.

Since its last outing at May's E3 show, *Blue Storm* has picked up scores of visual improvements – the water is clearer and more reflective, the scenery is sharper, and the waves now roll and tumble in a stomach-churning manner. It's tougher, too – we failed to place higher than fourth in any race – and the controls have been perfected, heightening the sensation of actually being there on those undulating waters.

In short, it's fab. We'll be *reviewing the finished version* (!) in NGC/61.

Unbelievable it may be, but the four-player mode doesn't slow down a jot – even with those super-detailed waves. NST, you've done yourselves proud.



The stunt mode's back, and this time you can see just how many points each ring is worth. Nice touch, that.

Special tactics are required to snag the bigger ghosts. Suck it up, Luigi!

You don't get to see much of the mansion from outside – but there's secrets inside!

Careful – too much tugging and that chandelier will fall to the ground...

LUIGI'S MANSION



Great to see that Boos in among the new-style ghouls 'n' ghosts.

The first rule of Fright Club is... vacuum!

Luigi's Mansion at E3 was absolutely brilliant – but *Luigi's Mansion* at Spaceworld was in a whole different league.

Luigi's not just shining a light on his surroundings and hoovering up ghosts anymore – he's being flattened by trick doors, opening cupboards to reveal hidden goodies, collecting coins and mushrooms, and battling super-smart ghosts who drag him painfully across the floor. And it's all topped off with videogaming's best-ever visuals, as shadows dance around illuminated furniture, candles flicker in the breeze, and Luigi's breath freezes in the cold.

Luigi's out in Japan about now – we'll have a full review next issue.

ALL YOU NEED TO KNOW

FACT BLITZ

1 Luigi explores a single, colossal castle, filled with ghosties who want sucking up by his handy hoover. The mission? To find his brother Mario.

2 There are several types of ghost, including standard yellow Boos, and banana-chucking green beasties.

3 Use the vacuum to rattle furniture and light fittings, revealing coins, paper money and mushrooms – the last of which shrink Luigi to half his normal size. Aww.

NEW!



Luigi now hums the *Luigi's Mansion* theme as he creeps around the mansion. The lower his health gets, the more frightened he becomes – and the more his tune trembles. Nice touch.

RUMOURS

- Mario will appear at the very end of *Luigi's Mansion*, but Shigsy has apparently confirmed that the fatter brother won't be playable.
- Big boss characters seem to put in an appearance – one clip showed Luigi trembling before an oversized pink ghostie.

KILLER Q

? Isn't that a little Game Boy Color in the corner there? How's that going to be used in-game?

It's actually a Game Boy Horror (haha), and pressing X brings up a first-person view on its screen. Why? We're not entirely sure, although by pressing A over an object, we think Luigi offers a description of it (it was all in Japanese, see). You can also view current stats and a vital map on the virtual handheld.

ANTICIPATION RATING



WHEN'S IT OUT?


Nov


Spring


Sept

ALL YOU NEED TO KNOW

FACT BLITZ

1 The third game in a Namco trilogy that also includes *Soul Calibur* and *Soul Blade*. It's unique twist: the use of huge weapons as well as fists and feet.

2 Around 20 fighters, several of which are returning characters from the original *Soul Fighter* – such as Mitsurugi, Yoshimitsu, Ivy and Siegfried.

3 Hundreds of extras, including secret characters and stages, bonus games, hidden modes, and a gallery option.

KILLER Q

? Namco signing up to Gamecube as early as now, eh? That's got to be good news.

True, and it doesn't end with *Soul Calibur 2* either. Namco are rumoured to be bringing their other beat-'em-up beauty *Tekken* to GC, and have just confirmed the next *Ridge Racer* will also be roaring onto Nintendo's little cube. See page 15 for more.

ANTICIPATION RATING




WHEN'S IT OUT?






2002 2002 2002

Who'd have thought we'd have fighters this beautiful scrapping it out on a portable telly?

A man with a stick versus a man with a sword. All bets are off.

The Soul Calibur series is renowned for its special effects – SC2 is no exception. Whack!

SOUL CALIBUR 2

The killer beat-'em-up on GC.


No N64-style beat-'em-up drought for the new purple box, then. Hurrah!

Nintendo's pre-Spaceworld press conference was frustratingly short on new game footage, and the just-announced *Soul Calibur 2* was no exception. Three fights, three two-second clips – that's not very much to form an opinion from.

But if *Soul Calibur 2* turns out anything like *Soul Calibur*, Gamecube will have the world's best fighter bar none on its hands. Namco's weapons-heavy beat-'em-up wowed arcade and Dreamcast owners with stunning visuals and animation, fully-3D arenas, tremendously subtle controls, and a whole shedload of bonus modes and secret options.

The improved Gamecube version is reportedly some way along, so *Super Smash Bros Melee* had better hurry up, as it won't have the GC beat-'em-up market all to itself for long…

FACT BLITZ

1 Real-time exploration combined with turn-based combat, where playing cards are used to cast spells and summon powerful monsters.

2 Over 100 cards to collect and use in battle. Four can be selected and employed at one time, and their power increases as you gain experience.

3 Use collected cards in battle with friends, courtesy of a two-player Versus Mode.

NEW!

From Software have taken a leaf from *Final Fantasy*'s book with the ability to summon ridiculously large dragons, worms and skeletons that'll do battle for you. Be warned, though – some of your charges will need you to guide their attacks with the controller for maximum effectiveness.

ANTICIPATION RATING



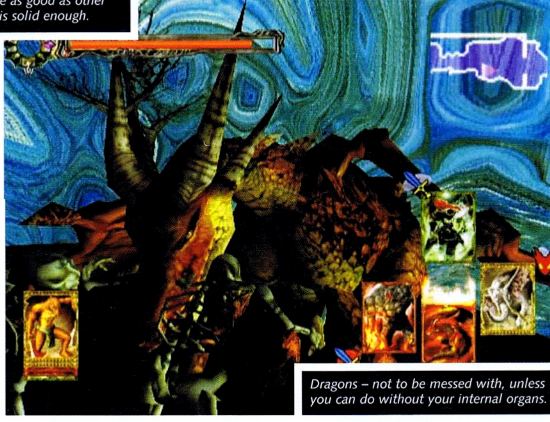

WHEN'S IT OUT?





2002 2002 2002


It might not look quite as good as other GC games, but Rune is solid enough.


Dragons – not to be messed with, unless you can do without your internal organs.



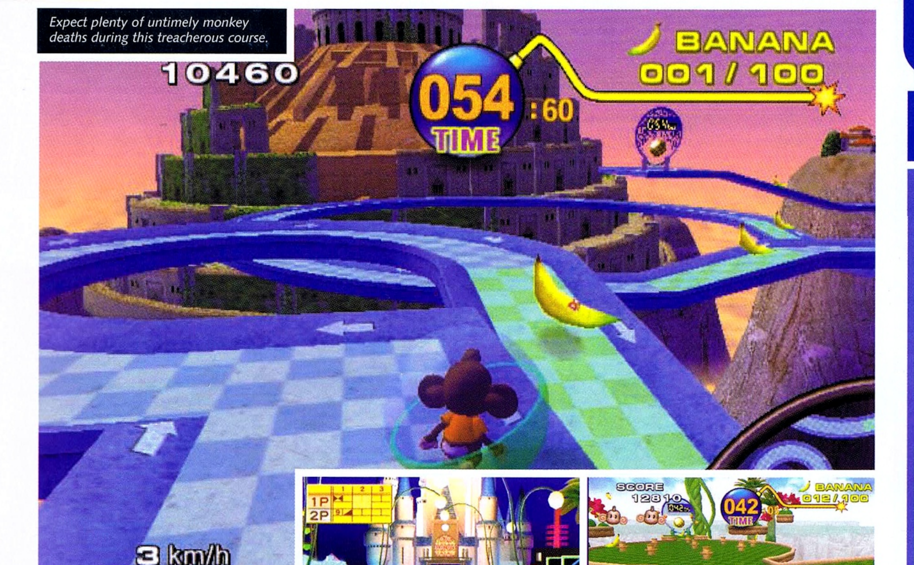
RUNE

Get ready to play your cards right.

After seeing the *Rune* adverts plastered all over the tube station near the Spaceworld venue, we had high hopes for this mysterious RPG. And while we weren't entirely disappointed, we were surprised at its lack of flair.

Rune revolves around card-based combat. When you bump into an enemy, you send them packing by chucking magic cards in their direction. Some of the effects are spectacular, such as a house-sized fire-breathing dragon, but the stuttering combat and tedious wandering about isn't exactly thrilling – and poorish visuals don't help matters. Still, early days.

Expect plenty of untimely monkey deaths during this treacherous course.



Monkey ten-pin bowling? Don't mind if we do. It's got to be more enjoyable than Milo's bleedin' Astro Lanes.

SUPER MONKEY BALL

Show me the monkey! Ahem. Sorry.

Even up against *Wave Race* and *Luigi*, for many people Sega's *Super Monkey Ball* was the game of Spaceworld – and not just because, as the saying goes, 'everyone loves monkeys'. (*Are you sure you didn't just make that up?* – Ed)

Super Monkey Ball is built on a beautifully simple idea – use the analogue stick to tilt a chequered game board and roll your monkey-in-a-ball towards the finish line. But two things make Sega's first Gamecube title that little bit more special. First, the finely-tuned controls that make spinning your spherical simian around the map a pleasure. And second, the ridiculous number of multiplayer modes, minigames and bonus challenges that the developers have seen fit to bless the Gamecube version with.

Super Monkey Ball is a Japanese launch title – so we'll be fully roadtesting it in NGC/61.



ALL YOU NEED TO KNOW

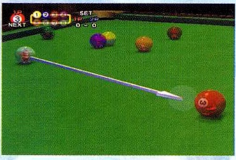
FACT BLITZ

1 Over 110 levels of kerr-rayzee arena-tilting, ball-rolling, banana-nabbing action.

2 Four different characters. Each has unique abilities that will affect their progress along the perilous paths.

3 Some tasty minigames, including a four-player battle mode, and a race down a twisty helter-skelter.

NEW!



Super Monkey Ball's brilliant version of pool – with the usual solid spheres replaced with monkeys in transparent balls, natch – had Spaceworld punters leaping about like baboons. Easily as good – if not better – than most standalone pool games, this.

RUMOURS

- Our spies tell us that there are at least twelve Gamecube-exclusive levels that Sega haven't seen fit to reveal yet.
- If you plug a GBA and tilt pak cart into the GC, it's likely you'll be able to control your monkey ball by tilting the handheld.

KILLER Q

? There seem to be a lot of juicy bananas in this game. What are they all for exactly?

The aim of each course is, quite simply, to get to the end without falling off. But if you collect enough yellow 'nanas on the way, you'll be awarded 'Play Points', which can in turn be exchanged for new modes and challenges. With over 100 levels and six different bonus games to unlock, gobbling bananas will soon become an obsession.

ANTICIPATION RATING



WHEN'S IT OUT?


Nov


Spring

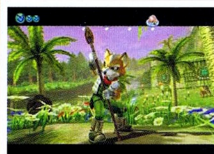

Sept


Sunny Delight
Caribbean Style
Sunny Delight Makes your mouth go mental



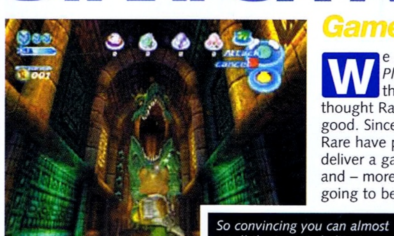


After only a brief introduction, Tricky proves to be almost as irritating as Episode 1's Jar Jar.



The staff's an integral part of the game, although Geraint spent most of the time using it to 'discipline' innocent dinosaurs.

STARFOX ADVENTURES



So convincing you can almost smell the jurassic halitosis.

Gamecube's own fantastic Mr Fox

We always knew *Dinosaur Planet* was going to look the part, but we never thought Rare could make it look *this* good. Since we last played it at E3, Rare have pulled out all the stops to deliver a game of outstanding beauty and – more to the point – there's going to be plenty of it, with one of the biggest game worlds you're ever likely to encounter.

The visuals throughout are simply jaw-dropping. With towering dinos, expansive mountainous regions, looming temples and gorgeous landscapes, we had to slap ourselves silly to convince our tiny brains that we weren't dreaming. In the absence of a fully-fledged *Legend of Zelda* game in the near-ish future, this will be more than enough to fill the gap – although don't expect to get your paws on it until early next year.

ALL YOU NEED TO KNOW

FACT BLITZ

1 Huge, fully explorable environments with rich, detailed textures.

2 Full speech throughout with accurately synched facial animations.

3 Multiple modes of transport, including dino-riding and your trusty Arwing.

NEW!



Fox's staff was unveiled in full – and versatile it is too, allowing him to move boulders, shoot enemies and pole-vault over chasms. Mint.

ANTICIPATION RATING




WHEN'S IT OUT?






2002 2002 2002

SUPER SMASH BROS MELEE

Brotherly shove

The more teaser plays we get on this beauty, the more we want it. Gameplay-wise it may just be a super-deluxe version of the original, but when we say 'deluxe' we really mean it. Everything about this scrapper is sublime, from the detailed character models to the mindblowing backgrounds and arenas – this is going to be one of the must-have titles when GC launches in the UK in the spring of next year. The most surprising aspect of *SSBM*, however, is the amount of effort that's gone into the single-player platforming sections, which are highly entertaining in their own right and put the lacklustre efforts of the N64 version to shame.

This one's going to be *huge*.



This was by far our most played game at London's Nintendo Show, gathering huge crowds eager to get their first taste.

FACT BLITZ

1 All-new gameplay modes, including single-player platforming levels, and coin-collecting minigames.

2 New character roster including Princess Peach, Bowser and Shiek, as well as five secret characters…

NEW!

Ganondorf was revealed as a secret character at this year's Spaceworld…



ANTICIPATION RATING



WHEN'S IT OUT?






Dec Spring Sept

ALL YOU NEED TO KNOW

FACT BLITZ

1 Stunning new courses, plus several based on the N64 original – Crystal Lake and Deadly Fall reappear in a new, updated form. Hurrah!

2 Improved snow effects, including more effects on the white stuff realistically kicked out by your board.

3 The ability to veer off the main course and search for alternate routes, secret areas and bigger jumps.

4 Improved lens flare to make you cry. And plenty of it too.

NEW!



Yesssss! Three riders on-screen at once means that, unlike in the N64 version, you'll be up against more than one rider as you slide down the slopes. Hopefully, the intelligence of your boarding buddies will be upped this time around too.

RUMOURS

- A multiplayer mode hasn't been confirmed, but we can reveal that coders Left Field are currently implementing a four-player race mode.
- Our spies tell us that, as in *Wave Race: Blue Storm*, there'll be characters from both *Wave Race* and *1080°* strapping on a board.

KILLER Q

? Nintendo themselves coded the original *1080° Snowboarding* – so who's behind this lovely-looking sequel?

Not Nintendo themselves, but Left Field Productions, the same team who brought you the superb *Excitebike 64*. As such, you can expect the game to stay super-faithful to the original – but you can also bet that the disc will be crammed with top-notch minigames and bonus challenges.

ANTICIPATION RATING



WHEN'S IT OUT?






TBA TBA TBA

And to think we thought the original 1080° Snowboarding on N64 looked good.

Most of Gamecube's power has been expended on the super-realistic snow effects. And we love it.

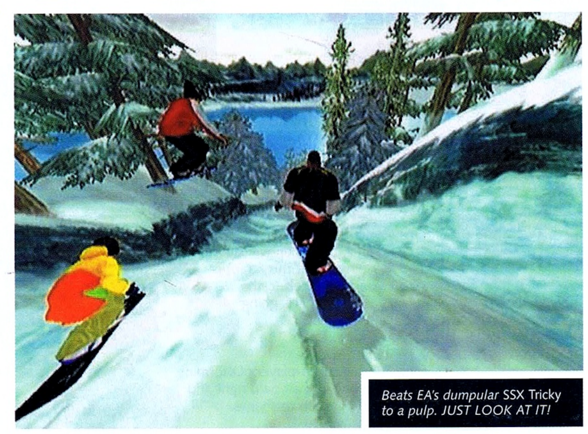
1080 GC

The snowy sequel you'll never get 'board' of. (Titter.)

It lives! Long-rumoured but never confirmed by Nintendo, *1080 GC* finally burst into public view at Spaceworld. It doesn't appear to be doing anything revolutionary – but a prettier, faster and beefier update of a near-perfect N64 original is just fine by us.

Visually, *1080 GC* is a dream (just take a look at those photo-quality trees and the convincing blankets of snow) but it's the controls that'll truly shine. Using the analogue, you'll be able to tilt and shimmy your board and shear gracefully through the snow, as well as pull off a wide range of terrifying stunts – including the legendary *1080°* itself.

We. Can't. Wait.



Beats EA's dumpular SSX Tricky to a pulp. JUST LOOK AT IT!



BOMBERMAN GENERATIONS

Will it be 'da bomb'? (Uh, no? – Ed)

Oh lordy, here we go. Once *Jet Set Radio* started the ball rolling, the whole world has gone cel-shading crazy. Unfortunately for *Bomberman* though, it's going to take a darn sight more than fancy cartoon visuals to drag the bomb-laying franchise back to its glory days.

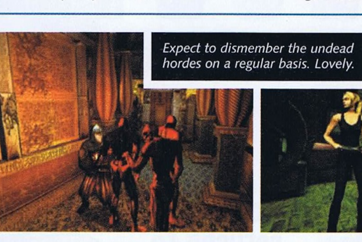
That said, from what we played of *Bomberman Generation* at Spaceworld, it was all pretty solid (albeit unimaginative) and, while it seemed depressingly similar to its N64 incarnations, the game, visually at least, demonstrated some effort on the part of developers Hudson.

We'd be lying if we said we didn't have reservations about this, but we *do* have low-to-middling hopes that *Generations* 'll at least go some way to restoring our faith in the series. Fingers crossed, people.

We couldn't give a monkeys about the cel-shaded visuals. What's important is whether or not Hudson can create a multiplayer experience as solid as the SNES version.



It does look a mite better than the abysmal N64 efforts – although we're still unsure as to the quality of the single-player game.



Expect to dismember the undead hordes on a regular basis. Lovely.

ETERNAL DARKNESS

Don't be afraid of the Dark

Silicon Knights have really made an effort with the presentation, making it the most atmospheric GC title we've played so far.

The Gamecube's first 'mature' title is another of those games that just looks better and better the more we get to see of it.

Implementing Silicon Knights' unique 'sanity system', players are forced to deal with their own degenerating mental state as they struggle to fathom what's real and what isn't. To say *ED* is atmospheric is an understatement – the game gives even the likes of *Resident Evil* a run for its money. Expect to see Silicon Knights pushing the Gamecube as much as possible, filling the screen with awesome lighting effects and super-smooth character animation, while the designers lay on a storyline that'll have you glued to your control pad, too scared to move.

Another stunner, make no mistake about that.



ALL YOU NEED TO KNOW

FACT BLITZ

1 *Generations* is a 3D action title with a massive 360° rotating map controlled via the C-stick.

2 Enhanced four-player battle modes, with various victory criteria other than blasting your mates to pieces.

NEW!



Bomberman will now need to seek out and collect elements to construct new, more powerful bombs from scratch. Should go some way to freshen up the gameplay, then.

ANTICIPATION RATING



WHEN'S IT OUT?


TBA


TBA


TBA

NEW!



This new World War II level should keep lead-spraying fans happy.

RUMOURS

- This isn't survival horror, as first rumoured. SK are delving deeper into their psyches, for subtler scares that'll mess you up reeeeal good.
- Our sources tell us *ED* will feature lots of historically accurate details, like combat styles befitting each era.

ANTICIPATION RATING



WHEN'S IT OUT?


Dec


2002


TBA

NGC ARENA

HOW NGC SCORES A GAME

NGC has one of the toughest, most reliable scoring systems around – which is why we won't award our Star Game accolade until we're certain you'll be getting your money's worth.



85 and above
Only after playing a game to the end will we consider awarding it our Star Game seal.

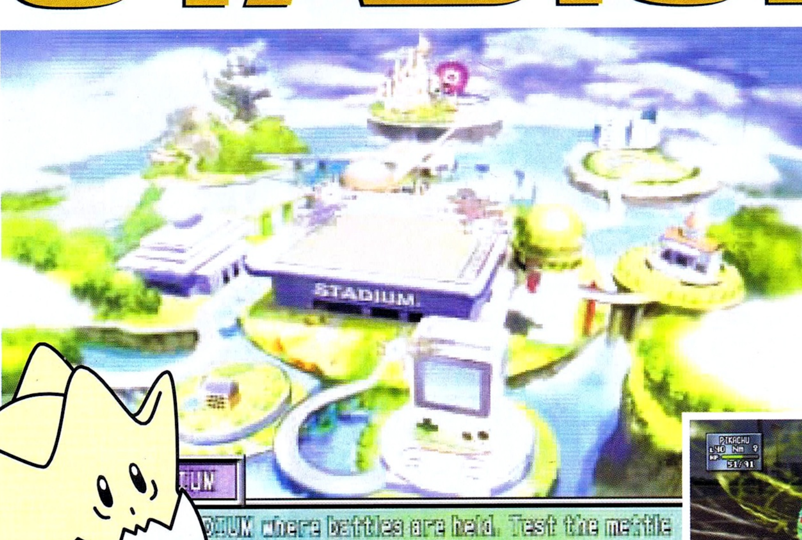
84–70
If we award a game more than 70 you can be certain it's fantastic, if flawed, fun.

69–50
Every so often a game comes along that's perfectly playable, but just not special in any way.

49–20
Here you'll find games that were lazily programmed or hurriedly cobbled together – or simply bad ideas.

19–0
The disaster zone. There have been a couple and we've not shied away from giving them a firm kicking.

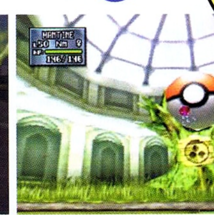
POKÉMON STADIUM 2



Monster 3D battling returns to the N64! Get your laughing gear round our review...

GO TO PAGE 36





This month: Steve is leaving! We stuck him in a Pokéball and watched him evolve.



MARK GREEN
Where's Dark Mark? "He's taken a holiday," says Greener. "Forever! Bwahahahaha! Cough."

DAN GEARY
Filling Steve's microscopic shoes has been hard for new boy Dan this month. He doesn't have any feet.

GERAINT EVANS
"I hope Steve evolves into wise owl-alike, Hoot Hoot!" said Geraint. "Then he can help me with my homework."

STEVE JALIM
Take one last look at this face. Look at how he embarrasses himself. Look. And laugh.

JUD WEBB
"Never mind about Steve evolving, anyone fancy listening to the new PJ Harvey album?" Silence.

TIM WEAVER
After surprising everyone with a new marine-style haircut, Tim started kicking people until they cried. Nice to have him back.

PAUL EDWARDS
"It would be great if Steve evolved into Sandalsaur! He'd be a surfer – who wore sandals!" (*Paul, can you place my foot against your face, please?* – Tim)

ALAN MADDRELL
Suave, sophisticated Alan spent the month studying Russian poetry. If, by Russian poetry, you mean playing *Pokémon Stadium 2*.



MARIO PARTY 3

Mazza and pals do the threequel thing! Board game bonanza, or bored game, er, boredom? We hand out the justice...



GO TO PAGE 42

You'll find more 'mon madness in N64/55, where we reviewed *Stadium Gold/Silver*

NGC STAR GAME

Stadium 2 looks significantly prettier than its predecessor, and there have been some tasty tweaks to the gameplay, including being able to dictate the qualifying rules. See page 41 for more on this.

Pokémon Stadium 2 seems to pride itself in wowing you on a regular basis. It's definitely one of the best-looking games out, and smooth as a baby's back end to boot.

A monster's level, type and gender are all visible throughout. Play around with all the modes and you'll see how important this stuff is.

There's plenty of new 'mon to go around. In fact, there's a whopping 251 of the adorable wretches to test your memory. However, 151 of them were in the first Pokémon Stadium, so there's actually only 100 newbies.



INFO BURST

POKÉMON STADIUM 2

DEVELOPER:	HAL
PUBLISHER:	Nintendo
PLAYERS:	1-4
CONTROLLER PAK:	No
CARTRIDGE SAVE:	Yes
PASSWORD SAVE:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	No
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
NOW	19 OCT	NOW

COST: £45

POKÉMON STADIUM 2

Beauty and the 251 beasts!

MAGIC MOMENTS

Stadium 2 will drop your jaw on a regular basis with its attacks. See why...

1 Fire effects can always be relied on to look good in screenshots... That little mallow in there is well and truly toasted, my friends!

2 Ah, yes. You wouldn't think three little metal balls would be able to do the business, but we find them strangely hypnotic.

3 Earthquake is always a treat, no matter who's doing it. The whole ground splits apart and engulfs your enemy. Useful.

4 And, of course, where would we be without a bit of Surf? The animation hasn't changed, it's just bright, fluid and generally pleasing.



You'll spend some time just trying out all your favourite monsters, just to see them move in all-new, all-singing, all-dancing 3D. Go, Pika, go!



Magneton, on the right, swirls around making interesting formations in the air. Nicely done.

Pokémon – dead? Gibberish. GBC adventure Pokémon Crystal *has just done 600,000 in its first week in the US. Now pokémania reaches a new level of madness with the return of* Stadium, *the ultimate 3D battle...*

Pokémon *Stadium 2* is a godsend. Not only is it, once again, the pokémaniac's ideal companion, this time to *Gold* and *Silver* (like the original *Stadium* was to *Red* and *Blue*), but developers HAL have taken a look at the original and come up with some smart new features too.

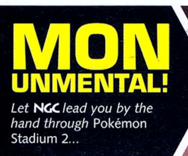
Learn your trade

While it's still true that you need to own the Game Boy version to get anywhere near the most out of *Stadium*, there's far more hidden away beneath the game's pretty exterior than you might think. After a couple of quick battles spent drooling over the delicious animations and effects, you'll find yourself attending something called the Pokémon Academy. As a collecting point for everything there is to know about Pokémon, it puts anything else available to shame. From the basics to the minutiae of breeding, there's everything here to transform a novice into a grand master. The Academy offers everything from lectures on types, combinations and moves, to sample scraps which will let you perfect your moves. If you work through all the stages and aren't a world-class trainer after that, there's no hope for you.

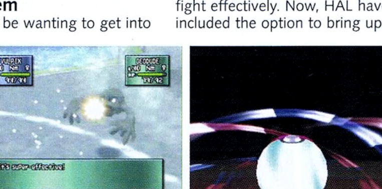
Combat system

Of course, you'll be wanting to get into a ruckus with your mates PDQ. And this is where *Stadium 2* shines. The game makes great use of the expansion pak, bringing incredibly crisp, colourful animations to each and every Pokémon, which really makes you feel for the poor little suckers as they totter around and keel over.

If you've ever seen the original, everything will look very familiar, but decidedly prettier, and HAL have made a couple of very useful tweaks to the combat system. Previously, you had to know exactly what every move did to fight effectively. Now, HAL have included the option to bring up









Didn't someone tell her not to accept gifts from strangers? Tsk. Naughty Nintendo.

Oh, someone's made the little fella cross. Here, he looks like a baby making a lovely smell for his parents. Naughty Pika!

If only **NGC** had a gym like the one on the left, we'd be in it every lunch. (By every lunch, you mean never, right? – *Ed*)

TWO-TONE

Have a look at this little beauty – it's probably the best-looking cart we've ever seen, with a spangly gold/silver theme with little flecks in. If it were up to us, we'd make the box clear so you can peek at the brightly-coloured beast within. Looking good there, sweet thing.

There's no longer any excuse for not knowing your types and moves. If only we'd had such top-notch resources when the games first came out…

a small description of every power in the heat of combat, so you always know what you're doing. It's a very minor detail, but it makes a huge difference to the overall experience, and it's another example of how much HAL have attempted to give *Pokémon* followers this time.

Similarly, the sound has had a distinct tidying-up since *Stadium* last did the rounds. And it all has that unique oddness that only Nintendo seems to be able to master. Current favourite choon round the office has to be the warbling accordion that accompanies Egg Emergency, one of the minigames. There's also a secret sonic treat in store for anyone who's played the original too…

Presentation

All this makes *Pokémon Stadium 2* one of the most rounded and comprehensive packages you're ever likely to see, something that makes it worthy of recommendation to all discerning Pokéfans out there. Where other companies may knock out a shoddy add-on or 'expansion', HAL take pride in rewarding the fan with a game that genuinely enhances the experience – and not just visually. Gameplay-wise, this is as intelligent and innovative as before, but with the necessary additions in place, and looks like it will bridge the (probably quite lengthy) gap between the new GB games and the next generation of Pokéfun, which will doubtless include the E-Card Reader – and that opens up a whole new world of connectivity.

Minigame madness

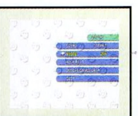
Back again are the minigames, which have always divided opinion in the office. Some members of **NGC** maintain they're little more than a cynical and shoddy add-on to allow Nintendo to trumpet *Stadium* as a multiplayer game. However, the majority view is that the minigames are strangely compelling when you start playing them with a few chums. The games are deceptively simple when you first play them, none more so than Streaming Stampede, where you get to count 'mon by tapping A. Stupefyingly dull, you might think, but get a few people round and it becomes bizarrely entertaining… Most of the others are based around reaction skills and basic







Minigames, then. Like a game, only smaller. There's over a dozen of them in Pokemon Stadium 2.



SHADDAP-A YOUR FACE!

Well, here's something. That wretched cretin of a commentator has returned for a second innings, but this time (hallelujah) you can turn him off in the option screen. Small touches like that can make a huge difference to how quickly you get annoyed with the game. Now if only Rare would do the same with their lengthy intros…



Oh, this is going to turn ugly some time soon. Watch out!

If you fancy another natty little challenge, there's always new levels of difficulty to unlock by beating the computer in a seven-token showoff.



Never let it be said that serious thought doesn't go into making the minigames, how shall we say, "interesting". Crazy guys!



GOOD WARNING!

If you're familiar with the Stadium franchise, as – let's face it – half the civilised world is, then you'll know that to really enjoy the N64 game, you'll need access to its smaller companion. This certainly applies this time round, since if you haven't played the Game Boy game, Stadium can be a bit of a whiffer.

stick-wiggling – as opposed to *Mario Party*-style palm-destroyers or Clefairy's Simple Simon-alike from the original *Stadium*. That, plus the fact that the number of minigames has grown to 12, makes the minigame package substantially more attractive than the first outing. Indeed, we could even imagine it becoming the alternative post-pub tipple of choice…

Money well spent

But there's plenty more to make *Stadium* worth the requisite 40-odd nicker, of course. HAL have looked carefully at the one-player experience, and decided it was in need of something of an overhaul. Now you can take part in a number of different tournaments, each with different rules. We particularly like the Baby Cup, where the only Pokémon allowed to take part are the wee babbers – though this is nowhere near as easy as it sounds, and will require a lot of tactical thought and experimentation to get through. There are also other new types of tournament which only allow specific types, including a particularly fiendish affair where your team is pre-selected for you by the computer.

If you're looking for something to give your pokémuscles a thorough workout, you need look no further. There's more than enough challenging scrappage in the game to while away those long winter nights. Battle long and hard enough through the various modes



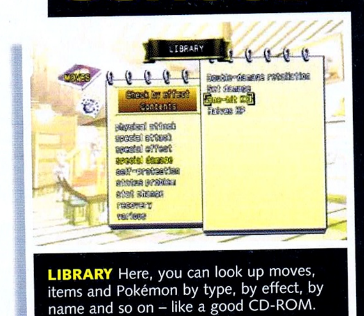




The other key thing with the minigames is that they're the only part of Stadium 2 that's multiplayer.



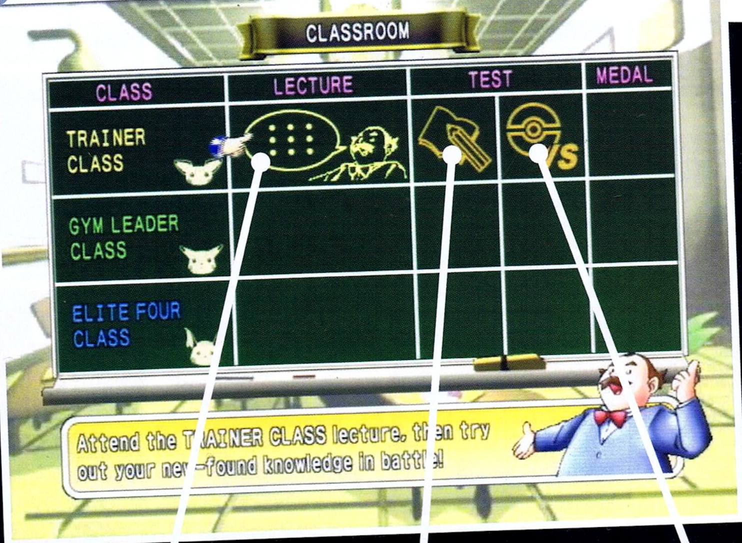
BACK TO SCHOOL

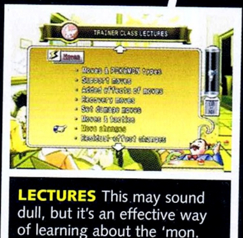


LIBRARY Here, you can look up moves, items and Pokémon by type, by effect, by name and so on – like a good CD-ROM.

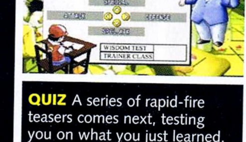


TYPE CHART It may look weird, but it all makes a frightening sort of sense when you suss this handy chart out. Jolly good...





LECTURES This may sound dull, but it's an effective way of learning about the 'mon.



QUIZ A series of rapid-fire teasers comes next, testing you on what you just learned.



VERSUS Beating these fools is all about realising what specific strategy is called for. Useful.

and minigames (and do a spot of trading) and you'll be rewarded with a series of goodies to put onto your Game Boy game if you leave it plugged in. These vary from the trivial (potions, dolls and such) to the truly useful (stuff like rare candy). If you have an artistic bent, you can always try your hand at arranging various items in the My Room section. It may sound childish, but we reckon there's a universal appeal in getting your hands on a Charmander doll and a NES to fiddle with. Just do loads of trading at certain times of the day and you'll get yourself a stack of goodies to plaster on your wall or arrange on the table. And the best part of it is, there's no-one to nag you to tidy it all up.

Carefully thought-out features such as this really tip the balance in favour of *Pokémon Stadium 2*. When it first arrived in the office some months ago, we were worried it might be a cynical attempt to separate Pokémaniacs from their hard-earned lolly. But coming from the same stable as the deliciously neat *Super Smash Bros*, you know you're going to get a painstakingly crafted game.

More 'mon

And that's to say nothing of the fact that there are now 100 more Pokémon to play with, including the two new types – Dark and Steel – that can really wreak havoc with your carefully-laid plans. Even the more familiar faces are looking better than ever, chattering away to themselves in one of the most impressive hi-res modes we've ever seen. In fact, HAL's work with the expansion pak is some of the most remarkable we've ever seen on the N64, combining colour, sharpness and speed effortlessly, and putting other, more forgettable moments, like *ISS 2000*'s shockingly jerky hi-res mode and even *Turok 2*'s laudable attempts, to absolute shame. We'd be very surprised if a Gamecube *Stadium* wasn't somewhere in the pipeline, and *Pokémon Stadium 2* is surely a hint of things to come.

Oh, and are you still bewildered as to why *Stadium 2* saw such a delay? (Particularly when Australia has been enjoying an identical PAL version for several months now.) Well, the answer lies herein: while delays, as Nintendo UK themselves admit, have become the norm for every N64 title released of late, there seems to be a genuine reason in the case of *Stadium*. Simply, it's a game that requires you to have an excellent knowledge of the Game Boy titles, and releasing the N64 version hot on *Gold* and *Silver*'s heels simply wouldn't have allowed you to garner that kind of know how.

Still, by the time you read this, *Stadium 2* will be a matter of weeks away, so use the time between now







With over 251 beasts to unleash into glorious 3D, you need to do your homework in Gold and Silver.



That can't be healthy! Light shows like this come all too frequently during battles.



Eevee's outing is pretty enjoyable, but the disturbing Mr Mime probably wins Best Minigame award. Like air hockey, but crazy.





(Left) Answer the question by rapidly mashing one of the C-buttons. It starts off easy, but rapidly tests even hardcore fans.



and then to get some work in on *Gold* and *Silver*. It'll be worth it.

Make it a priority

Pokémon Stadium is a real treat for both the solo maniac and those in search of a little companionship. It's beautiful, easy to grasp and swollen with more well-conceived features – and improvements from the first game – than you could waggle a Wavebird at. It's a gorgeous, ingenious, beautifully playable slice of pokégaming.

HAL are looking out for you. That's the developer, by the way, not the murderous super-computer from 2001.

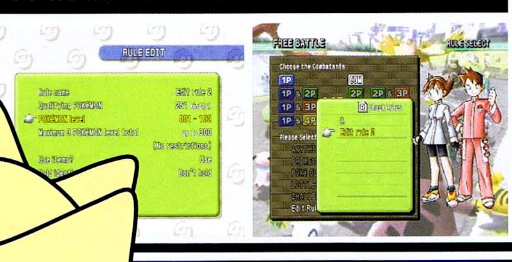
ALAN MADDRELL

RULE THE WORLD

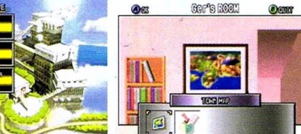


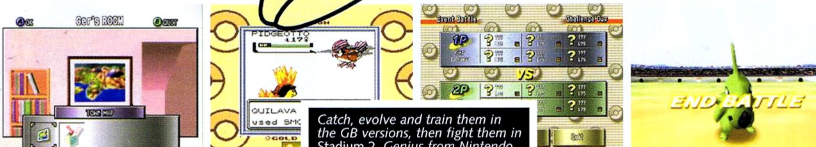
You know those little touches HAL have made which really make *Pokémon Stadium 2* a thing of true genius? Here's another one, easily missed, which adds another dimension to the game's longevity. You know how you had difficulty assembling a team of your own 'mon to meet the strict entry rules? No more. You can now create fully customised sets of rules to battle it out with the computer or your friends.

We had quite a blast making sure you could only choose from a handful of critters, and you only had about ten seconds to make your move. It's a real treat and no mistake.









Catch, evolve and train them in the GB versions, then fight them in Stadium 2. Genius from Nintendo.

POKÉMON STADIUM 2



- A beautiful game that improves on the original with ease.
- The ultimate Poképroduct?



- You need the Game Boy game.
- The minigames are pretty simplistic.
- Will this madness never end?

IF YOU LIKE THIS...

Pokémon Stadium
Nintendo
NGC/41, 90%
Not as good as this one, but possibly a little cheaper.





9 VISUALS
We wouldn't say no if it came up to us in a nightclub. Gorgeous.



7 SOUNDS
Decent enough 'mon chatter and tinkly tunes – and you can turn that commentator off!



8 MASTERY
This cart is stuffed with lovely little treats that'll entertain, inform, and er, entertain. Again. Ace.



8 LIFESPAN
Hours' worth of solo play, plus enough scrapping to tide you over until the next one arrives.

VERDICT
As good a companion to the Game Boy games as you could ever wish for. Thoroughly wonderful.



FINGERS ON BUTTONS

One feature MP3 adds to the board are 'events'. These take the shape of rolling boulders and other hazards. The only way to avoid being squished, robbed or stomped, is to react to the on-screen button prompts. Nasty.

YOUR STATS: *Tells you who's in the lead and how far behind you are. The colours of each box are determined by what space you occupy and what minigame you'll play. Genius.*

BATTLE SPACES: *Land on one of these and get whisked off for a bit of one-on-one action.*

TRAPS: *Unless you want to be squished, warped or otherwise battered, stay clear.*

BLUE SPACES: *Delivers three coins into your coffers after the end of your turn. Hardly exciting, but as they say, every little helps.*

STARS: *The key to the game. The more stars you collect, the better your chance of winning.*

TOAD'S SHOP: *Spend your coins on items that unlock doors or warp you around the board.*



INFO BURST

MARIO PARTY 3

DEVELOPER:	Hudson
PUBLISHER:	Nintendo
PLAYERS:	1-4
CONTROLLER PAK:	No
CARTRIDGE SAVE:	Yes
PASSWORD SAVE:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

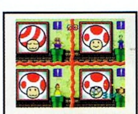
WHEN'S IT OUT?

US	UK	Japan
Now	Oct	Now

COST:£40

MARIO PARTY 3

Third time unlucky...



TOADS TREATS

One thing MP3 does have in its favour is the ability to unlock minigames just by playing them once in the main game. That's right – you no longer have to buy them by playing through the game for the umpteenth time. A minor addition yes, but when all you want to do is play the minigames for an hour or so, this is beautiful bonus.



The minigames are quite amusing, but they're extremely reminiscent of ones we've seen before.





MINIGAME GOODNESS

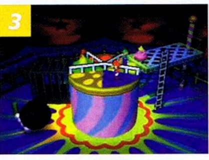
As with all the *Mario Party* titles, the minigames are where pretty much all the fun can be found. With almost 70 new games to play, you're spoilt for choice, although most are very similar, falling into just a handful of categories.



1 BUTTON BASH: *Wait for the start prompt and furiously tap the buttons until you've created bulbous blisters on your fingers.*



2 TIMING: *You have to time your button presses with a team mate to operate rocket-powering pumps – among other things.*



3 CHANCE: *Choose between multiple routes on a train until you get it right, or select the correct colour to avoid death.*



4 SKILL: *Expertly manoeuvre your character in an attempt to stay on icy paths, follow rain clouds or avoid fiery enemies.*



5 PUZZLERS: *Very addictive, these ones. The best is a scaled down version of Sega's Columns.*



6 SCRAPPERS: *Following in the tradition of Super Smash Bros, pits you against each other in an arena of smackage.*

It's the third outing for Mazza and friends, and like The Vengaboys said, "We like to party!" Which, of course, we do. Just not at the same one as last year. And the year before.

Mario, on the other hand, seems to object little to revisiting the same lacklustre shindig year-in, year-out, hence Hudson's third – and hopefully final – board shuffler.

That's not to say that *Mario Party 3* is particularly awful – far from it in fact. Much like the first two instalments, *MP3* proves to be, in the short term, highly entertaining. Grab three mates or family members and, unless you're extremely cynical, you're practically guaranteed an entire night of rip-roaring belly laughs.

The novelty value of the whole package, if you've not sampled a *Mario Party* before, is undoubted. Spread out over five differently themed boards, you take it in turns spinning the 'dice' and moving around space by space. At the end of each round of turns, you'll be thrown into a multiplayer minigame, where you battle it out for coins and special items to help you on the main board. Once the set number of turns has been completed, whoever has the most coins and stars wins.

CPU in hell!

So it's a pretty simple affair then, and will certainly entertain you for a while as long as you have friends to play with. Sadly, that's where the main problem lies. As a single-player game, you can give *MP3* up as a bad joke. Playing against the CPU is one of the most frustrating exercises known to man. Taking into account the 'luck factor' of the game, it's almost impossible to forgive CPU characters that frequently steal precious stars from right under your nose and thrash you in pretty much all the minigames. But more to the point, if you're playing against the computer, there's nothing worse than having to watch it take the opposition's turns once you've been knocked out of the game. This could be forgiven if the board sections were engaging but, like your average game of Ludo, it's a tiresome and unrewarding.

Board stiff

Our final gripe with *Mario Party 3* has to do with the fact that there's nothing in here that hasn't already been done before. *Twice*. It's essentially the same game, with the same button-bashing, analogue-twizzling style of minigames and the same boring board navigation sections. All Hudson has really done here is change the visual themes of each board and minigames and, well... That's it. It would almost have been forgivable if it was just an eye-watering graphical treat – but to be blunt, *MP3* has a hard job competing with *Mario Party 2* in this respect.

Suffice to say, you're better off saving your cash for something better, but if you *really* want a Mario-based board game, go for the cheaper – and better – *Mario Party 2*.

GERAINT EVANS



Unfortunately the visuals are pretty mediocre too. Shame.



MARIO PARTY 3



- Magnificently original idea, even third time.
- Competitive multi-player action.



- You'll be bored with it after a week.
- Wretched single-player action.
- Hardly different from its predecessors.
- The minigames aren't *that* much fun.

IF YOU LIKE THIS...

Mario Party 2
NGC/42, 87%
Probably a darn sight cheaper now – and certainly better.





Pretty weak. Very colourful, but with some dodgy animation and poor definition.



Okay. Cute, bouncy and funky and perfect for the job at hand.



Hardly pushing the N64 to its limits – and there were better game on the system three years ago.



You'll tire of it after a week, but you may have another crack once in a while – as long as you have people to play with.

VERDICT

That'll do, ta. Still enjoyable for a short while. Just don't expect to be playing it this time next week.



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NGC planet presents

GAME BOY

S AND TIPS FOR YOUR GAME BOY
NCE, POCKET, CAMERA AND PRINTER



REVIEWED THIS ISSUE!

LEGO BONANZA





We've got a trio of Lego games – but does that make for three times the fun?

JURASSIC PARK III



The dino-packed blockbuster stomps onto a GB Advance near you…





SPACEWORLD

HOW GBA AND KIRBY WILL REVOLUTIONISE THE WAY WE PLAY GAMES – FOREVER!

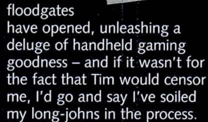


PLUS

- News of Nintendo's innovative E-card reader.
- Details of the best Spaceworld GBA titles.
- Fresh tips for your GBA and GBC games.
- Win a GBA game of your choice in GB Gallery!



Welcome to Planet Game Boy



Oh yeah this is it. The floodgates have opened, unleashing a deluge of handheld gaming goodness – and if it wasn't for the fact that Tim would censor me, I'd go and say I've soiled my long-johns in the process.

Take a peek to the right and you'll learn of Nintendo's plans to revolutionise the way we play games in the future. The link between GC and GBA has the potential to bring a staggering wealth of versatility to the gamesplaying experience. The option to take data from one game and tinker with it on the move is one thing, but to have both consoles interacting with each other in real-time adds a dimension that we never thought possible – until now.

As for the year's new titles, well, how about *Mario Advance 2* for starters (page 48) – a colossal reworking of 16-bit classic *Super Mario World* on the SNES, which can easily lay claim to be one of the world's finest platformers. Next is another strong contender for the crown: a *Sonic* game on GBA (also page 48). The Sega mascot's outing is nearing completion, and will be speeding its way to your Advance towards the end of the year. If that *still* isn't enough to get you frothing at the mouth, check out Namco's forthcoming *Tekken*, a brawler set to push the limits of Nintendo's wee machine.

As for my own personal preferences, *Street Fighter Alpha3*, *King of Fighters* and *Guilty Gear X* are more than enough to convince me that gamers have never had it so good – and I haven't even mentioned *Gradius*, *Sabrewulf* or the E-Card reader yet…

Geraint Evans, Editor

planet GAME BOY
Planet Game Boy, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW
November 2000
Editor: Geraint Evans
Contributors: Tim Weaver, Mark Green, Alan Maddrell, Chris Bates, Dan Geary, Paul Edwards



When Shigsy speaks, the world listens. Look at him!

LINK-UP LOWDOWN

It's official. We waited ages for signs of what a marriage between GBA and Gamecube might offer, and then the Shigster himself spilled the beans on not one, but *two* examples of the new wonder consoles' symbiotic relationship.

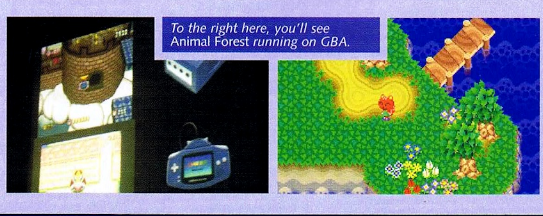
To an amazed audience on Spaceworld's showroom floor, Shigsy demonstrated GC to GBA connectivity with two familiar titles: a variation of the superbly original *Kirby's Tilt and Tumble* and the equally magical *Animal Forest*. Both were put to good use on the giant video screen as Miyamoto gave all and sundry a hands-on demo of what they could look forward to over the coming year.

Get connected

Koro Koro Kirby, as it will be called in Japan, was the first to be shown and – just as you'd expect – it employed the ingenious 'Tilt' cartridge, which senses the movements of the GBA and translates them into directional control. To begin the demonstration, Shigsy slipped the little pink Tilt cart into the back of the GBA before powering up a Cube containing a *Koro Koro* disc. The GBA, linked to the GC's joypad port, was then used as a controller for the game. By tilting the Advance, Shigsy made a fully 3D Kirby roll his way around stunning-looking mazes on the main screen – but it got better. After guiding Kirby around the level, he rolled the pink puff-ball into a gutter which plopped him through the bottom of the screen. An icon then appeared to indicate that the Kirbster was now rolling around on the GBA. From there, Kirby's antics continued on the Advance before being flipped back up onto the main screen and the Gamecube. This is the first example of a title where both consoles will be vital to complete the game, and another example of Nintendo pushing gaming boundaries.

Get yourself connected

The next gem demonstrated was *Animal Forest*, to everyone's surprise. The connectivity feature worked very differently this time round. While Shigsy played *Animal Forest* using his Advance as a controller, he guided his character on to a boat before travelling to a secret island. The second the fellow stepped off the boat, the GBA connectivity came into play. The demonstration Miyamoto gave involved a paint program which was accessed through the GBA. He proceeded to manipulate in-game textures – which can include wallpaper and clothes – designing a little Mario motif that, when transferred from GBA to Cube, could be used to decorate the main character's togs, his house and the in-game signposts. Best of all was the ability to actually disconnect the GBA and take it away to manipulate features when on the move. These changes can then be uploaded onto Gamecube when you return home. Absolute genius.



To the right here, you'll see Animal Forest running on GBA.

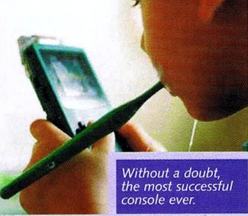
OLD FAITHFUL BOWS OUT



This year's Spaceworld was little more than a testimonial for the industry's longest surviving console in one form or another. Bar a smattering of oddball Japanese RPGs and hamster-care simulators (none of which will see the light of day in the West), there was nothing Game Boy Color-related to speak of. Spaceworld 2001 is likely to have been the GBC's last-ever show, with the Advance now grabbing all the attention. So it seems the inevitable is about to happen, with the two-buttoned veteran finally ready to take a well-deserved retirement.

Still, that's not to say it won't go out with a bang – *Pokémon Crystal* alone sold 600,000 copies in just two weeks Stateside, while *Gold*, *Silver*, *Blue*, *Red* and *Yellow* consistently outsold every other title, reaching the giddying heights of 65 million units sold worldwide, and boosting Game Boy sales to well over *100 million*.

After such massive success, Nintendo is moving on, and with GBA looking set to continue The Big N's dominance of the handheld market, developers are looking for new challenges to test their programmers. Suffice to say, then, if you're thinking of picking up new Game Boy Color games, think again, as new software from here on in will be practically non-existent. However, it's worth bearing in mind that the 8-bit Game Boy's extensive library of games will be accessible to Advance adopters – not to mention in glorious widescreen too.


Without a doubt, the most successful console ever.

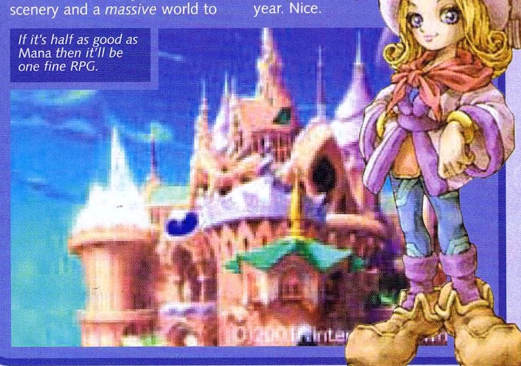
ROLE-PLAY GEM REVEALED

If anyone remembers the utterly fantastic RPG *Secret of Mana* on SNES then you'll be fully aware exactly why this excites us so much. *Magical Vacation* is being developed by the same key members of the development team behind the original *Mana*, which was renowned for showing *Zelda* a thing or two when it came to adventuring.

Magical Vacation looks spookily similar to *Mana* yet is far more refined. With some very pleasing pastel-shaded design, original artwork, superb cut-scenes, wonderfully animated scenery and a *massive* world to explore, it's shaping up to be the RPG that Advance owners have been waiting for.



Out in Japan on 7th December, *Magical Vacation* should reach our shores by the spring of next year. Nice.



If it's half as good as Mana then it'll be one fine RPG.

E-CARD READER COMPLETE

The design for Nintendo's E-card reader has now been finalised and a Pokémon E-Card game is nearing completion. Although details about the title are still pretty sketchy, expect something along the lines of *Pokémon TCG* – but with the ability to scan data from specially coded cards to open up extra games. While some features will be unlocked with a single card, others – like minigames – can only be unlocked with a combination of special cards. It doesn't stop there, either. Nintendo reportedly has a *Kirby* E-Card game in the works, too.

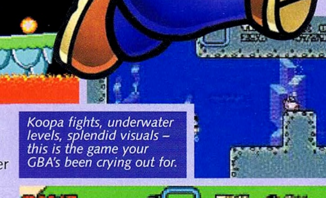
A release date has yet to be announced, but we're assuming it won't be too much of a wait now, as there was an actual promotional Celebi E-Card included in the booklet distributed at Spaceworld. As usual, we'll import and test the finished article when it's finally released over in Japan.


The cards have specially-coded strips on the bottom and left hand side of the cards that hold the readable data.



So far, there's only a Pokémon game but more will follow.

SUPER MARIO ADVANCE 2

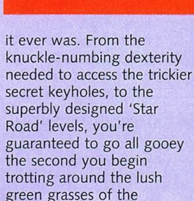


This is what we're talking about. Okay, so it's not an all-new *Mario* title, but we really couldn't care less. This is a pixel-perfect conversion of what *has* to be one of the finest games *ever*. Now ten years on, it can still hold its own as a perfect example of how best to execute a high-quality 2D platformer. In fact, it's so good it'll have players losing months of 'spare' time in its intricate web of secrets and surprises.

Once again, Mario is on the trail of Bowser, who predictably, has made off with the Princess. Again. Enlisting the help of his new friend Yoshi, Mario has to run, jump, stomp, swim, slide and fly around more than 90 levels of unadulterated brilliance.

Super Mario Advance 2 really is the pinnacle of 2D plaformers, offering you a massive range of skills and abilities to learn, all of which can be utilised however you please in your quest to uncover secrets, beat bosses, and find sneaky back doors and paths to help you through the game. Thankfully, everything is just as it ever was. From the knuckle-numbing dexterity needed to access the trickier secret keyholes, to the superbly designed 'Star Road' levels, you're guaranteed to go all gooey the second you begin trotting around the lush green grasses of the opening levels.

Mario Advance 2 really can't arrive soon enough, and the minute it hits the shops in Japan – currently sometime in January – we'll bring you the full review.



Koopa fights, underwater levels, splendid visuals – this is the game your GBA's been crying out for.



It's not just in Super Smash Bros Melee that you'll catch sight of Mario's cape.



Timing's the key here – although tiny Mario here is less likely to be crushed.



SONIC ADVANCE



Never thought you'd see this, right? *Mario* and *Sonic* games on the same page for the same console would have been unheard of when the original *Sonic* appeared on the Mega Drive – all the better to hear Sega and Nintendo have buried the hatchet, allowing one of the best-loved platform pioneers to make his Game Boy debut.

Unlike *Mario Advance 2* though, *Sonic Advance* is an all-new adventure. Featuring four familiar faces – Sonic, Amy, Tails and Knuckles the Echidna – it's up to you to guide them through some superbly designed levels laced with loops, twists, springs and fans.

All the trademark *Sonic* goodness is present, including individual skills for each character, blistering speed and over-the-top bosses – once again controlled by sinister moustachioed egg-man, Dr Robotnik. Great pains have also been taken to ensure this really looks the part, showing off the GBA's sprite rotation abilities to the full as Sonic and Co weave and spin their way through the psychedelic levels and bonus stages. Sega has also been gracious enough to make sure that *Sonic* is bursting with multi-player options too.

Standard co-operative modes and four-player races and battles will ensure that, again, this is something you won't want to miss out on.

Unfortunately, there's been no release date confirmed as of yet, but it is meant to be hitting US shores this winter. Hopefully, we won't be too far behind, and with the festive holiday season but months away, they'd be fools not to let us have a taste of this succulent bush-pig in time for Chrimbo.

Bring it on, indeed.



Looks like the GBA has a lesson or two to teach the Sega Mega Drive. Ha!



The pinball sections are a real Sonic trademark. Very nice they are, too.

GRADIUS

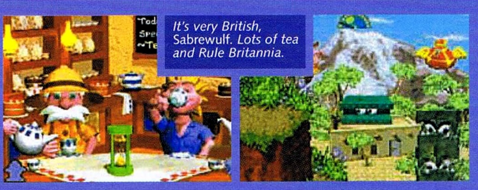
Retro fans rejoice. While at Spaceworld we managed to get our paws on a new incarnation of one of the NGC team's all-time favourite blasters. *Gradius Generations*, as it will be called, will have eight all-new stages of pure arcade action, bursting with masses of chaotic enemy ships to fill with pulsing laser-death.

As we've come to expect from the long-standing *Gradius* series, there'll be stacks of innovative power-ups with which to beef your weaponry, as well as the trademark planet-sized bosses to pummel. The best thing about it, though, is the fluidity with which it all moves. The Game Boy Advance is more than capable of shifting the swarms of on-screen sprites – and even has some power left to create some pretty nifty background effects.



Now all we need is the inevitable GBA version of classic Irem shooter R-Type.





It's very British, Sabrewulf. Lots of tea and Rule Britannia.

SABREWULF

We've been harping on about this classic for months and months, so it's all the more pleasing to discover that Rare have really come up with the goods.

Sabrewulf takes an isometric view, and calls upon you to recover stolen treasure and make it back to your base before Wulf catches you. You'll need to use the interactive scenery in each level, and your own cunning to slow him down as he chases you.

While this makes for frantic and addictive action in itself, the most notable aspects of *Sabrewulf* are the incredibly detailed levels and superb animation. There's some terrific visual humour too.

Another beauty to look forward to from Rare, then.



Just like its 17-year-old daddy, Sabrewulf features isometric play.

STREET FIGHTER ALPHA3

Alpha 3 has long been recognised as the finest *SF* brawler in existence, having had outings on the Dreamcast and PlayStation. Boasting not only a roster of over 30 superb characters, high-quality animation and a vast array of specials and supers, *Alpha 3* also throws in a 'World Tour Mode' where you battle your way through set challenges and build your fighter's special abilities. Chuck in a few secret characters, tons of secret modes, a refined fighting system, and three different fighting styles and you're looking at a fighter that will take some serious beating.



TEKKEN

First Sega's *Sonic* and now PlayStation's *Tekken*. Is there anything the Advance won't 'alf-inch?! We're not complaining though. *Tekken*, it's fair to say, was looking stunning at Spaceworld – indicating that the Advance is far more versatile than we realised.

Unlike it's PlayStation forebear, however, *Tekken Advance* isn't polygon based: Instead, sprite-scaled fighters are the order of the day – think *Killer Instinct* on the N64 – and to be honest, it works very well indeed, bar some dropped frames of animation. Namco have gone to great lengths to ensure that the home console feel has been retained, by effectively zooming in and out of the action at the appropriate times, while the scaled-down button commands work surprisingly well. It was still way off completion, though, as only three characters could be selected and there was no multiplayer mode. This will be rectified soon, with the game slated for a Japanese and US release before Christmas.



All your favourite Tekken characters are present and correct, including old skull-face himself, Yoshimitsu.



Great BMX skills, Mat – shame about the '80s-era Kevin Keegan hairstyle.

MAT HOFFMAN'S PRO BMX

Right up there with the trick-bustin' antics of Tony Hawk himself is Mat Hoffman, bringing another stunty experience in self-contained arenas to GBA.

You can play as one of eight real-life bikers, mucking around in some rather nice, gritty courses. On top of the tournaments and training sequences as found in *Mat* on GBC, there's now a hectic time trial-style mode where you'll have to stunt like crazy to earn enough time to finish.

The two-player mode should add some fun to the mix, though you still can't be on the same course, smashing into each other. Despite being something of a lonely experience, *Mat Hoffman* is still shaping up to be quite a treat.

Expect a review soon.

Five Star Scoring



A simply fantastic game, and an essential purchase.

Well worth a look, this is an excellent title.

Some problems, but almost certainly good fun.

Flawed. Probably not worth bothering with.

Utterly lamentable. Avoid like the plague.



To be honest, we quite liked having to battle through the early stages of the game all over again. Brought back some nice memories.





If you've already seen the roster of new Pokémon, there's not a lot that'll surprise you here. Have a look at our review of Pokémon Stadium 2 on page 34 for a real visual treat. Lumme.

POKÉMON CRYSTAL

IMPORT

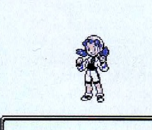


GBC REVIEW | **From:** Nintendo **Price:** $29.99 (approx £20) **Save:** On-cart **Players:** 1
Out: Now (Jap, US) TBA (UK)

Everyone knows Pokémon are here to stay, but after the immensely popular *Gold* and *Silver*, you'd have expected things to have died down a little by now. Not a bit of it. Despite having not quite so high a profile as its precious-metal counterparts, *Crystal* it seems, is doing well for itself, shifting over 600,000 copies in just the first two weeks of its release Stateside.

Business as usual

So with such a massive response to its release, then, you'd think *Crystal* was the best thing since, er, well, the last *Pokémon* release – and for the most part you'd be right. The fact that *Crystal* is identical to the excellent *Gold* and *Silver* in just about every way, bar some minor additions, is fine up to a point. It's *Pokémon* update time, and you can accept that there are *some* similarities. But, despite the fact that it *is* a superbly crafted adventure, it doesn't half leave a bad taste in our mouths. *Crystal* is to its most recent predecessors, what *Yellow* was to *Red* and *Blue* – a slightly tweaked alternative to two already outstanding games. Everything is in place as you'd expect: the battling, the breeding, the hours of exploration, trading and item finding, and, of course, the staggering volume of wild Pokémon. More to the point, if you've never played either *Gold* or *Silver*, the experience is just as involving, addictive and compelling as ever. If you have, though (and, we'd imagine, that's the vast majority of you), *Crystal* is slightly disappointing.



To be honest, we felt a bit weird giving ourselves girls' names. Still, the womenfolk have to give themselves blokes' names in most other games, so it's only fair.



What is new, then?

There's been a few changes. The first thing you'll notice is that you now have the opportunity to play as either a boy or a girl. Short of using a different sprite for the adventure mode, different artwork for the battle scenes and a slightly altered backpack in the menu screen, the option does very little to affect the actual gameplay itself.

Together with this, there are a whole host of minor differences. There's a new radio DJ that offers you the opportunity to win more special items, like Rare Candy, there's a new 'Battle Tower' outside Olivine City, allowing you to fight some tough new trainers, while Goldenrod now has a rooftop, the National Park now has a fountain and there's an all-new title-screen featuring Unown and Suicune – which leads us to the final, perhaps most important change.

This is bound to get hardcore Pokéfans' juices flowing. Firstly, the Legendary Dogs are now *much* easier to catch, allowing you to boost the strength of your team at a much earlier stage than before, and they also prove to be very important when attempting to finish certain tasks and collecting every Pokémon in the game. More importantly, however,

Now there's nothing like a bit of Lugia, wouldn't you say? Get your mitts on that bad boy and wild Pokémon no longer stand a chance. Decent animation, too.





There are still no plans to bring the GB mobile adaptor to the UK. Which kind of takes the punch out of Pokémon Crystal.

MOBILE 'MON?

'Fraid not folks. This feature isn't available in the US or Europe. Theoretically, you could use a Japanese copy of Crystal and use their handsets and networks we suppose, but unless you want to fork out a pile of cash just for the privilege of feeding some Rare Candy to your Spinarak, we suggest you forget about it.

Unfortunately, there are still no plans to release the Mobile Adaptor GB anywhere outside Japan, as it isn't compatible with most cellphones in the West.

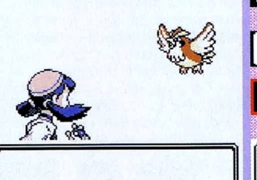
Bummer.



GIRL POWER

It's about time, we reckon. Boys have been ruling the roost in the Pokémon-training world for way too long now, so it's nice to see a lady get a piece of the action. Strangely though, she's been sharing Hiro's bedroom – and mum for that matter – without his knowledge. (*Is David Lynch working for Nintendo or something?* – Ed)







1 Ahhh, what's up little girl? Feeling a little (ahem) blue? Best go stomp on some furry critters then. That'll make you feel better, poppet.

2 Look – there she is, poised and ready for battle. Don't underestimate her though, or you'll get a boot to the Pokéballs.

3 She doesn't really play any differently, although she has got a nifty-looking backpack. Smart. No idea how many lipsticks are in there…

the mystery of the Unown puzzles is now revealed to you when completing certain aspects of your adventure – adding a new dimension to the game's plot.

Why the long face?

Thing is, the main attraction of *Crystal* was always its mobile phone connectivity, something that will never be available to anyone outside Japan. This was a feature that would have made a serious difference to the playing experience, allowing you to trade special items and battle far away friends via a network. By themselves, the in-game changes do little to really enhance the game. Granted, in its own right, *Crystal* stands as the best Pokémon game money can buy, but if you already own either *Gold* or *Silver* then it isn't worth investing the time, or money to import this addition. In fact, if you *do* own *Gold* or *Silver*, you could even consider knocking a further mark off the four here.

Proper sequel, please.

4

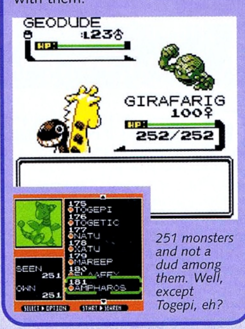


The Unown mystery deepens significantly in the latest 'mon adventure. It's pleasantly intriguing, and a worthwhile addition to the game for sure.

Still one of the brightest and clearest titles the 8-bit wonder has to offer.

MISSING POKEMON

As usual, you won't be able to catch every single Pokémon in *Crystal*. The absent *Red* and *Blue* Pokémon missing from *Gold* and *Silver* are still exactly the same, while *Crystal*'s missing 'mon from the newer 100 species are as follows: Mareep, Flaffy, Ampharos, Girafarig, Romoraid, Octillery and, of course, Celebi. If you really must catch every single one of them, you'll have to find one of your *Gold* and *Silver*-owning mates and do a trade with them.



251 monsters and not a dud among them. Well, except Togepi, eh?

LEGO ISLANDS 2



GBA REVIEW | **From:** Silicon Dreams **Price:** £35 **Save:** On-cart **Players:** 1 **Single cart link-up:** No **Out:** Now

None of this month's triple hit of Lego titles are particularly inspiring – having said that, *Lego Islands 2* is probably the best.

Taking control of a plastic yellow fellow going by the name of Pepper, it's up to you to track down the escaped criminal, Brickster, and put right his evil doings. Gameplay-wise, you have to wander about Lego Island, finding pages from the Constructopedia to rebuild houses the Brickster has demolished. On your way, you'll chat to townsfolk, indulge in some re-playable mini-games, while seeking out special items as favours for the in game inhabitants. It's fairly basic stuff, and won't pose much of a challenge for serious gamers, but it's absolutely spot on for younger GBA owners.

Find pages from the – wait for it – Constructopedia to rebuild Lego Island again. Or, as on the left here, just have a really nice chat.

Lego Islands 2 is a surprisingly solid little adventure, given its younger target audience. The faithfully simplistic and chunky visuals are perfect, and the chirpy tunes match the mood of the game extremely well, while the cheeky humour scattered throughout is, at times, really quite amusing.

Games aimed at a lower age range tend to be ridiculously short-lived, but not so with *Lego Islands*. It boasts a sizeable play area, in which there are plenty of replayable mini-games to act as a welcome diversion from all that walking-around-finding-clues banter, and certainly more than enough to keep your younger siblings both challenged and engaged at the same time. Tidy.

Wandering around is interspersed with some nice stills and a few puzzles.



JURASSIC PARK III THE DNA FACTOR

GBA REVIEW | **From:** Konami **Price:** £25 **Save:** On-cart **Players:** 1 **Single cart link-up:** No **Out:** Now



Get a load: it's DNA-joining Space Invaders!

Oh dear. From the moment you begin the long trawl through its utterly yawnsome intro story, *Jurassic Park III: The DNA Factor* becomes a test of willpower, weighing so heavily on your eyelids its challenge seems to be whether you can fight off the threat of sleep.

It's depressing that even on GBA, developers are still producing crap side-scrolling platformers because they're easier and quicker to do than something original that takes a little more thought and care – and this putrid piece of tat is a case in point. Because while Konami's Hawaiian outfit have tried to introduce a 'revolutionary' level design that allows you to move between background and foreground, *The DNA Factor* still a tedious platformer, it's just a tedious platformer where you can't make jumps properly and collectables are out of reach.

See, graphically everything seems to be on the same level, so jumps that require you to move to the background look like they're in the foreground, and vice versa, leading to you accidentally plummetting down chasms, or being attacked by barely-visible raptors who you thought weren't on your plane. Leaping is a world of pain too, as this is pixel-perfect jumping territory – if you don't spend half your time restarting the level you're a gaming god.

And therein lies another problem. Make one tiny mistake and it's right back to the start for you – no continues, no second chance; when you're faced with the intro sequence (which you can't skip) for the *millionth* time, you start going a bit Jack Nicholson. Konami has tried spicing things up with a dumb *Space Invaders*-style DNA-matching minigame, but this only confirms what we already knew: that this is brain-numbing dross.

1



This bit is great. If you try to jump the raptor, he'll just move into your path.

LEGO RACERS 2

GBA REVIEW | **From:** Lego Media **Price:** £35 **Save:** On-cart **Players:** 1-4 **Single cart link-up:** No **Out:** October

Ah, the first unholy GBA hybrid of big money-spinning license and sub-*Mario Kart* racer. Game Boy Advance is going to be drowning beneath a flood of this kind of rubbish before long – if you want to avoid such games, *Lego Racers 2* is a prime opportunity to learn to spot the warning signs.

First, there's the pitiful attempt to create a one-player racing adventure. In *Lego Racers 2*, that means walking over to a red spot on a map and being told, "There's a race about to start nearby – want to join in?". You race, you win, you're awarded a valuable Golden Lego Brick. Potter along to the next red spot, and – yep – there's *another* race about to start nearby. Four thrilling victories later, you can use your collection of golden bricks to open up another quartet of races about to start nearby. What an adventure!

What!? No vehicle editor? In a Lego game about racing? You're joking right? Er, no we're not – it's rubbish.

But *Lego Racers 2* is also a terrifying lesson in just how bad handheld racing can get. The visuals are all right, and everything zips along at a decent speed – even the handling isn't terrible, positioned somewhere between supermarket trolley and three-wheeled car. But everything else – the bland scenery, the soulless CPU racers, the useless power-ups – just screams 'spare-lunchtime coding'. And if you remember the fairly random doodling that was 'taking a line for a walk' at primary school, you'll have a decent insight into the *Lego Racers* team's track-design process.

With racing of that calibre, *Lego Racers*' multiplayer doesn't even bear thinking about. In fact, the most fun we had with the cart was during the bizarre 'tube race' – a 3D sub-game totally out of keeping with the rest of the game. Leave it.

1





Stupid power-ups, unimpressive driving mechanics and a racing experience devoid of any fun. Utterly tedious.



LEGO BIONICLE

GBA REVIEW | **From:** Lego Media **Price:** £35 **Save:** On-cart **Players:** 1 **Out:** Now



Here's us thinking that Lego is all about building stuff, but tinkering with your Bionicle will only alter its appearance – not its abilities. Pity.



Another Lego license, another eye-watering travesty of a game. It doesn't quite plumb the kind of depths trawled by *Lego Racers*, but *Lego Bionicle* is just about as empty of decent ideas and free of fun as its car-based counterpart.

Lego Bionicle is just the kind of confused mix of game styles that you only ever see with a major license stamped on it. There's a little bit of role-playing as you wander about chatting to villagers, a dash of puzzling in the shape of some soul-crushing 'push boulder onto switch to open door' teasers, and a hefty dollop of platforming – jump this river, avoid that boulder, throw rocks at that scorpion, plus a whole lot of other 'sparkling' moments.

The game does try *so* hard to be good, bless it, but sloppy execution means it never quite pulls it off. Chucking dazed frogs into rivers and using them as makeshift stepping stones? Good idea – unless you're forced to simply guess whether your fixed-length jump will land you on the frog, or in the drink. Using GBA's visual powers to create beautifully-detailed top-down villages? Brilliant – but not if your character's special powers include getting stuck in thin passages and spending a hilarious ten seconds clambering to his feet after bashing into a rock.

No doubt Lego Bionicle devotees will go wild at the chance to choose a custom head, torso and legs for their Bionicle warrior, and talk at length with (crudely) animated versions of their favourite toys. But even the most devoted fan won't take long to realise that they've wasted their cash on a truly unspectacular game, and *another* half-hearted Lego tie-in.

2

Do yourself a favour and spend your 35 quid on a boxful of the real stuff instead.



We want your Game Boy tips! Send them to: GB Tips, NGC Magazine, 30 Monmouth St, Bath, BA1 2BW. The best one each month will win an Action Replay Online cart from Datel (01785 810826, www.codejunkies.co.uk).

ASK OAK!

"Yet again, I've found the exact same query popping up in my mailbox every day this month. So, for those of you worried about your Pokémon's health, here's everything I know about the PokéRUS..."

Kat Sherratt, Banbury: I have heard about something called a PokeRUS which is meant to be a virus your Pokémon can catch in the game. Professor Oak, is this true?

Prof. Oak: Yes, it is true, and a rather curious infection it is too. Fortunately, I've never heard of it causing actual harm to a Pokémon – quite the opposite, in actual fact.

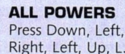
Current statistics show that there is a one in 21,845 chance of catching the virus. Once caught, it takes about a week for your Pokémon to fight it off. Once it's well again, that Pokémon will be immune and never catch the virus again.

The PokéRUS virus can be contracted in one of three ways. The first is by fighting a wild Pokémon who is infected. The second method by which the virus can be transmitted is by storing an infected Pokémon in a PC deposit box with other Pokémon. And lastly, you might find that a monster you've traded for has already been infected.

As for the virus' effect, well, it's still largely unknown. What we do know, however, is that an infected Pokémon will grow twice as fast as normal during its week of 'illness'. Contrary to common belief, though, its stats will *not* double – instead, it will grow in levels and subsequently learn moves a little faster than before.

The PokéRUS can caught in Pokémon *Gold*, *Silver* and *Crystal*. Keep your eyes peeled...

RAYMAN ADVANCE





Fancy some button codes for this delicious-looking platformer? Hit start to pause the game and tap in these beauties.

UNLOCK ALL LEVELS
Press Up, Left, Right, Down, Right, L.

RESTORE HEALTH
Press L, Down, Left, Up, Down, R.

INVINCIBLE
Press Right, Up, Right, Left, Right, R.



99 LIVES
Press Left, Right, Down, Right, Left, R.

ALL POWERS
Press Down, Left, Right, Left, Up, L.

ALL ITEMS
Pause the game and then press R, Up, Left, Right, Left, L.

CASTLEVANIA CIRCLE OF THE MOON

Castlevania too easy for you, then? Tsh. Well, how about this for a challenge? Complete the game in the normal mode. Now start a new game but entering the names to the right here lets you play as...



MAGICIAN
Enter your name as FIREBALL. Now all cards will be available to you, and the difficulty will be pitched higher. You must complete the game once to enable this mode.

FIGHTER
Complete the game in both normal *and* Magician modes, then enter your name as GRADIUS. You'll now be much stronger, but you won't have access to the cards.

SHOOTER
Complete the game in normal, Magician and Fighter modes and then start a new game, using the name CROSSBOW. You'll now have more hearts, increased sub-weapon damage and an extra Homing Dagger.



THIEF
Now this one is *solid*. Complete the game in all of the above modes and enter your name as DAGGER. Enemies will now drop more of the rare items, but be warned, this mode is as hard they come. Nasty.

ACTION REPLAY CODES

POKÉMON SILVER
MAXIMUM EXPERIENCE
Pokémon in Slot 1
016332da
016333da
016334da

MAXIMUM ITEMS
Starts from slot 1 to 12

0163b9d5	0163c5d5
0163bbd5	0163c7d5
0163bdd5	0163c9d5
0163bfd5	0163cbd5
0163c1d5	0163cdd5
0163c3d5	0163cfd5

MARIO TENNIS
Player 2 wins no games
9100e3c8
00000000

Player 1 wins three games
9103E2C8
00000000





SHREK
One hit KOs Player 2
910122c2

Infinite health for Player 1
916221c2

RUGRATS TOTALLY ANGELICA
Cookies modifier
01??88C6

Total points modifier
01??D0CA

GAME BOY GALLERY

The same horrific mutation creation, but with an added twist...

While we love to see your beautifully freaky little faces staring back at us via the power of the Game Boy Camera, here at **PGB** we figured it might be time to try a little something new.

So, with that in mind, we've only gone and dreamed up Creation Nation, an all-new section in GB Gallery where, each month, we set you a cunning little task, send you off to think about it, then shoot out a prize to the best response. Sounds great, eh? You bet it does. In fact, you could say it's case of 'task, and ye shall receive'. Chortle. Or, 'mutie tasking'. As in, you know – multi-tasking. Sigh. Anyway, enough of the polite introductions. Let's get down to the freak.



Dylon Tyler of Stoke wants us to examine his dental work. But, is it saaaafe? Geddit? (Not unless you're about 30 years old, you idiot – Ed)

What's going on here? Is Michael Jones from Bristol trying to do a photo story of his own?



Eye, eye! Ahem. Alan Ketton from Nottingham likes to scare old people waiting at bus stops with his black holes.

Thomas Svengaard from Norway has done something horrific with what looks like a Dwight Yorke doll. Urgh.

WINNER!

Big, strong and very long, Andrew Cormsley from Sheffield has sussed out the Game Boy Camera's ability to do long as well as freaky. But, of course, with two noses and an extended mouth, he isn't exactly run-of-the-mill in the looks department. Good work, anyway.

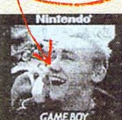
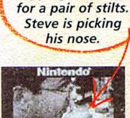
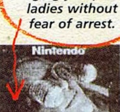
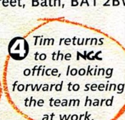
CREATION NATION

This month's task: create a photo story...

Our example: *The Return of Tim*, Act 2, Scene 3...

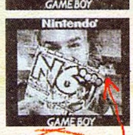
The best entry we receive will win a Game Boy Advance game of his or her choice. Once you've completed the task, print out the photo story and stick it on a sheet of paper. Send it to: **Creation Nation, Game Boy Gallery, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW.**

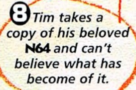
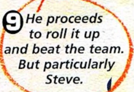
1. Geraint's enjoying a constructive afternoon. On the phone to 0898 HAIRYLEGS.
2. Steve is busy too, shopping on the net for a pair of stilts. Steve is picking his nose.
3. Paul is enjoying the opportunity to stare longingly at pretty ladies without fear of arrest.
4. Tim returns to the NGC office, looking forward to seeing the team hard at work.
5. But what's this?! Everyone is slacking off. Tim can't believe what he's seeing!







6. In fact, he's so annoyed, he briefly entertains the thought of ripping Steve's head off.
7. The team are scared as Tim's anger levels rise. Jud is especially camp... er, scared.
8. Tim takes a copy of his beloved N64 and can't believe what has become of it.
9. He proceeds to roll it up and beat the team. But particularly Steve.
10. Then, in a final, symbolic act, Tim breaks Andrea's Big Stick™ in two. "I'm back!" he bawls.

SEND US YOUR FREAKS

Remember, the winner of Gallery every month wins an Action Pack courtesy of Joytech (01753 496700, **www.joytech.net**). This beautiful little package contains a mains adaptor, rechargable battery, light magnifier, carry-case and a clear purple link cable. Send your Gallery pics to: **Game Boy Gallery, Planet Game Boy, NGC Magazine, 30 Monmouth St, Bath, BA1 2BW.**



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COMPETITION





This beauty could be yours – courtesy of Acclaim!

Want a Nintendo Gamecube? Of course you do. But how about getting your mitts on something even better? Something that only a precious few gamers in the UK will ever own? Something like the machine on the left.

It's no dream because thanks to the generous folks at Acclaim – purveyors of quality Nintendo gaming like *Turok*, *Shadowman* and *Extreme G 3* – we're able to give one hyper-lucky reader a heavenly Panasonic Gamecube, for keeps. Not only does this fantastic piece of kit look the business, decked out as it is in eye-searing brushed chrome and tastefully transparent plastic, but it's also capable of playing both Gamecube games and full-blown DVD movies. So, if you ever manage to get bored with the likes of *Luigi's Mansion* and *Wave Race: Blue Storm*, you can just slip in a copy of The Matrix, Gladiator or Mark's favourite movie, Problem Child 3, and enjoy hours of crystal-clear DVD playback. Remember, there are no plans as yet to release Panasonic's Gamecube outside of Japan, so this could be your only chance to get your trembling hands on ¥39,000 ($226) worth of kit.

HOW TO ENTER

Here's the thing. The Panasonic Gamecube brings games and movies together in one box, and that got us pondering: why, *still*, has no-one managed to make a decent videogame-based movie? Super Mario Bros… Street Fighter… Lara Croft: Tomb Raider, even Final Fantasy, they're all a bit rubbish.

So, what we want you to do is submit *your* idea for a Nintendo-based Hollywood picture. You could simply write a short synopsis complete with 'most wanted' screen stars for the leading roles, scribble down a script extract, create a promotional poster, or even knock up an entire storyboard. There's just one rule – your movie must be based on a Nintendo game or character. Whether that means Super Mario Bros: The Second Movie or Stanley the Bugman in 'Whoops! There Go My Braces!' is entirely up to you.

We've reprinted a few real-life movie posters to help get your creative juices pumping. So, once you've all your movie materials together, send it all (along with your name, address and daytime telephone number) to:

Movies, Games and, er, Videogames
NGC Magazine
Future Publishing
30 Monmouth St
Bath
BA1 2BW

Closing date for your entry is Monday 12th November. On the 13th, the Editor will choose what he considers the best entry, and its owner will win the Panasonic Gamecube. As always, the Editor's decision is final. Good luck!




MONTH...
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We put it through its paces, show you how it works, road test the launch games... and invite one lucky NGC reader to our office to play it... Don't miss out!
POWER
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OPEN
Nintendo
NINTENDO GAMECUBE



REVIEWED!

LUIGI'S MANSION

Nintendo's ghoulish ghost-house gets its first going-over – only in NGC!



PLUS!

WAVE RACE BLUE STORM





Get wet and wild as we give our verdict on Nintendo's racer!

AND

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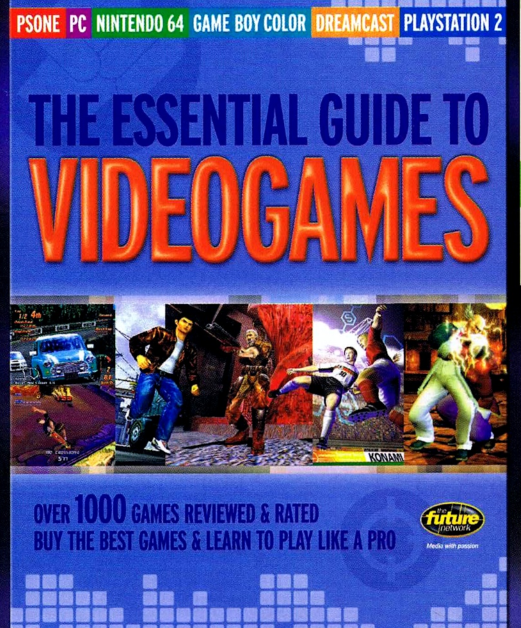
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Welcome to Club GC, the part of the magazine designed to help you get the most out of your games.

PAPER MARIO

Join us as we unfold the secrets and surprises of the N64's superb Mario RPG.



64

ALSO THIS MONTH...

TIPS EXTRA — Essential advice dispensed – now including Dr Kitts' Clinic. — 68

I'M THE BEST — Now prove your worth against developers and the NGC team! — 74

GAME ON — Even more challenges to tackle. Can you beat 'em all? — 76

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Essential guides to take you further

HOW TO...



Get between the folds of...

PAPER MARIO

Secrets and strategies to keep you at the cutting edge of Nintendo's premier RPG.

WHAT WE SAID

We reviewed *Paper Mario* in N64/58 and this is what we concluded:

"The finest example of a 'true' RPG on N64. Plenty to keep you occupied and a joy from start to finish. Excellent"

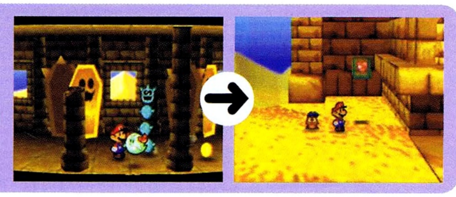
VERDICT NGC STAR GAME **90**

With fans crying out for a decent 'proper' RPG for the entirety of the N64's life, it's only fitting that Nintendo took up the challenge and delivered an utterly compelling romp featuring their most beloved characters. Employing a deliciously bizarre visual style, you could easily be forgiven for thinking that it's merely child's play. But as you're no doubt aware, *Paper Mario* is anything but a pushover and is capable of testing even the most hardcore RPG gamer. Hidden throughout the expansive environments are loads of secrets to uncover which, while not essential for completing the game, will give you extra abilities that together go a long way to making Mario even more of a combatant to be reckoned with.

Over the next few pages we'll guide you to the most important items and the best stat-beefing secrets. So gather together your posse of cuddly comrades, stuff your inventory full of Tayce T's more powerful concoctions and polish your trusty hammer – there's some Bowser-bashing to be done.

POWER UP

It's worth looking out for areas with a heart box on one screen and tough foes on an adjacent one (like Dry Dry Ruins' entrance). Once you've found a suitable spot, battle all the enemies on the screen until you run low on HP or FP – at which point, go back to the heart box to replenish your stats. Repeat the process and you'll find the heart has returned.



ESSENTIAL SELECTION

The most important basic inventory-fillers you'll need to succeed in your quest.



The Life Shroom is essential for recovery if you get killed. It will automatically recover ten HP, ensuring you don't have to gawp at the 'Game Over' screen.



Whacka's Bump is a must, and there's an infinite supply! Hit Whacka with your hammer on Mt Rugged to get it. It'll recover 25 HP + FP, so grab plenty.



Thunder Rage is a sure-fire way to take five HP from every enemy on the screen. It mightn't be the best boss weapon, but it's invaluable in some of the dungeons.




The Deluxe Feast requires Tayce T's services. Find all the ingredients (Strange Leaf, Whacka's Bump or Potato Salad, Shroom Stack) for 40 HP + FP recovery.

Ultra Shroom: another essential recovery item. This will top your health with 50HP, so it's worth leaving in Toad's shop until you reach the game's final stages.



The Stone Cap, Stop Watch and Repel Gel are all protective measures that either hinder enemies or keep Mario safe for a while. See which suits you best.

ULTIMATE DAMAGE

If you don't have enough FP to use the stronger attacks, go for Mario's hammer attack, or Bombette's slam. These are pretty much impossible to mess up.





Airborne attacks are essential against enemies who need to be flipped onto their backs to be able to damage them effectively.

Goombario and Mario have stomping moves that continue hitting as long as you don't miss an action command.



'Power Bounce', for example, is one of the strongest attacks as long as your timing is perfect. To get the most out of it, perfect the rhythm by practising in the Dojo. See how many hits you can achieve before you miss. If you perfect this, you'll be almost unstoppable!

COMBAT BASICS

Paper Mario's combat system is deceptively simple. It's easy to pick up, but if you want to be successful, you'll need to focus on making the best of your abilities, ensuring you always dish out the most damage you can. Here you'll find the basic techniques which will ensure you always have the upper hand.

FIRST BLOOD

Rule number one of engagement – *always* throw the first punch. Okay, so the damage may be minimal, but when fights come down to the wire, getting in the first attack will save your hide more times than you'd give it credit for. To prevent yourself from being caught on the back foot, make sure you familiarise yourself with enemies' movements outside of battle, so that you can accurately judge when to get the initial attack in.

COMPANIONS

Early on in the adventure, it's important to know the best companion to have at your side. Certain areas feature certain types of enemies, so choose your team-member carefully. For example, it's no good selecting Goombario if there are spiky-topped enemies around, nor is it advisable to send Bombette into battle against flying enemies. Choosing wisely before engaging in battle will avoid wasting valuable turns.

CONCENTRATE ATTACKS

If you're faced with a multitude of opponents, it's very important to concentrate your efforts on one single enemy first. If you can manage to completely dispatch a foe on your first turn by targeting them with your initial attack followed by your two subsequent turns, the amount of damage you receive will be reduced significantly. It's also worth dispatching the closest enemies first. This makes activating Mario's defensive action command much easier as you have more time to react.

DEFENSIVE CURL

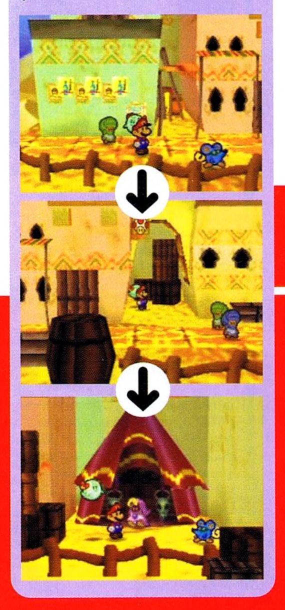
This is *vital* for success. To activate the defensive action command, you'll need to tap A a split second before the enemy strikes you. This is the trickiest of all the action commands, as the timing for various enemies differs greatly, and some enemies have a nasty habit of pausing briefly before they connect. This may be annoying at first, but you'll notice that some opponents, although different in appearance, use identical timing for their attacks. Remembering enemies' behaviour in battle will ensure you never take more damage than you need to.

ATTACK TACTICS

You don't want to miss an opportunity to inflict as much damage as possible, so get used to the timing for each of your offensive commands. Mario's hammer attack is very simple, as you have the lights on the power meter to act as a visual cue. Bombette's charge attack is also easy as her gauge and light also allow you to visually check when to stop charging. Goombario and Mario's stomp attacks are a little trickier, as the timings for airborne and ground-based enemies are different. We recommend that you try using only the stomping action commands for a while to get used to the timing – this is of utmost importance if you want to use the 'Power Bounce' technique (see 'Ultimate Damage', above).

MERLEE MAGIC

When you reach Dry Dry Outpost, make absolutely certain you seek out this mystic lady. Here's how to find her: after your stay in Toad's House, head immediately to the alley behind. Jump the boxes to the left and the camera will reveal Merlee's tent hidden behind the main street of the outpost. Talk to her and choose the most expensive option – you won't regret it. From here on in, Merlee will appear at random both in and out of battles, bestowing you with extra defence and attack, and increased star points. Bonus.



SECRETS OF THE OINKS





Head for the Oink farm near the train station in Toad Town – it's an invaluable source of some great items. Although it may seem a little complicated at first, it's actually very simple.

Nothing of interest really starts until you have ten Oinks in the pen. When you choose to hatch an 11th Oink, one will have to be pushed out – the colour of which determines which item you receive. Mint, you might say.

COLOUR	REWARD
Black	Dried Shroom
White	Super Shroom
Pink	Fire Flower
Flower	Maple Syrup
Tiger	Thunder Rage
Shroom	Life Shroom
Question Mark	Repel Gel
Star	Shooting Star
Silver	Jammin' Jelly
Gold	Ultra Shroom



SECRETS & SUBQUESTS

Although not essential, it's worth diverting yourself from the main quest for these...

THE PLAYROOM

Running low on cash? Once you've received the gold or silver credits by fulfilling Koopa Koot's requests, head for the train station in the southernmost area in Toad Town. Once you enter that area, you'll find a patch of grass immediately to your left. Hit the tree with your hammer to make a pipe appear. Jump inside and you'll find a playroom with minigames to play. Success at these games guarantees a steady cash flow.

DREAMY

One of the most helpful badges in the game is available to you after the third chapter of your adventure. Once you've defeated Tubba Blubba, head back to Toad Town and go talk to Merlon. He'll tell you about a dream he had about running around a red palm tree in Dry Dry Outpost. Head over to the outpost via the warp pipes and make for the tree (it's the first one you'll see). Keep running around it in circles until one of the desert Toads stops you and tells you of another dream. Now head back to Merlon's house – the one with the rotating roof – and do three spin jumps in a row inside. On the third jump the Quick Change Badge will fall from above. This enables you to switch party members *and* attack in one turn. Sweet.

TURN ON, TUNE IN

Head to Koopa Town and go into the house with the sunbathing Koopa to trigger one of *Paper Mario*'s trading sequences. Inside the house turn on the radio and it will tell you to take a Koopa Leaf to the main gate to Toad Town. Now head outside and take a Koopa Leaf from the tree in the village and deliver it to the Toad with the purple hat by the main gates to Toad Town. You'll receive a recovery item as a reward. Listen out for more broadcasts and follow their instructions to receive other recovery items like cashew nuts and Maple Shrooms. This is an excellent way to get ingredients for Tayce T's recipes.

CLUB 64

Head for the port in Toad Town and you'll find the Club 64 tavern. Inside, talk to the writer who'll give you his lyrics and a request to take them to a composer in Dry Dry Outpost. Go to the warp pipe that takes you to the Outpost and look for a pink house – it's near the red palm tree you ran around earlier. Give the fella inside the lyrics and you'll receive the melody. Now head back to Club 64 and Chanterelle will sing it. Your reward will be the Attack FX D Badge.

LUCKY CHAIN LETTER

To get the handy Lucky Day Badge you'll need to go through a lengthy letter-delivery sequence that starts from Goompapa in Goomba village. From here, take the letters to:

Muss T – by the site where the castle used to be.
Koover – by the entrance to Koopa Village.
Fishmael – by the water opposite Club 64.







Destroy weak walls with Bombette's blast to find secrets.



There are loads of sub-quests to finish. Make sure you beat them all for some powerful items and abilities. The Dojo (below) is an essential stop if you want to practise your battle skills. The master is a tough one to crack, too.



CASTLE Q&A

In the final stages of *Paper Mario* you'll come across two quizzes that you need to answer correctly in order to pass. So you'll be wanting all of the answers in the order that they appear then, won't you? Of course you will…

BOWSER'S CASTLE

Q1	3
Q2	Red Shy Guys
Q3	Red Shy Guys
Q4	2
Q5	4
Q6	Bob-ombs
Q7	Purple

PEACH'S CASTLE

Q1	Lava Piranha
Q2	Flower Fields
Q3	Chomp
Q4	Pass Flower Gate
Q5	Princess Peach
Q6	Flower
Q7	Bowser
Q8	Boo
Q9	The Flower Garden
Q10	On Bowser's Castle

Koover – by the entrance to Koopa Village again.
Mr E – in Dry Dry Outpost, near Toad House.
Miss T – on the patch of grass opposite the Dojo.
Little Mouser – inside Dry Dry Outpost's shop.
Franky – in Boo's Mansion hallway.
Dane T – by Toad Town's train tracks.
Red Yoshi Kid – in Yoshi's Village.
Dane T – by the train tracks in Toad Town again.
Frost T – east of the entrance to Starborn Valley.
Goompapa – Goomba Village.



LUIGI'S SECRET DIARY

Once you've found the Ultra Boots – which will give you the Tornado Jump ability – make your way back to Mario's house and head for the second room. Inside you should notice a square floorboard to your left. Stand on it and activate your Tornado Jump to smash through it. You'll then fall down into a secret area where you'll find Luigi's secret diary, and a very amusing read it is, too.

PEACH'S TOP CHEST

After you complete Chapter Two and have to stealth little Peachy around her castle to find Blubba's weakness, make sure you *fully* explore the areas. There are two badges up for grabs in here, the Power Rush Badge and the Deep Focus Badge. These can be found in the Library and in the room closest to the steps. Take both badges – and any other items you find – to the room with the chest in it. After Peach describes the magical properties of her chest, chuck all your items in to be collected by Mario.

Once control is returned to the plumber, take him to Star Summit and enter Merluvlee's house where the you can now pick up the items Peach left for you – though quite why the daft wench doesn't put herself in there we'll never know… ah well.



CHEATIN' CHET RIPPO

Warning. This freaky faced rip-off merchant is not to be trusted. He can be found skulking next to the shop in the south-west of Toad Town. He offers to boost your HP, FP and BP for an, admittedly, reasonable price. However, if you agree, while your chosen attribute will be boosted modestly, chances are your other statistics will plummet. If you don't like the changes he's made and haven't saved recently, trust us, you'll not be best pleased. NGC

TIPS EXTRA



NO MERCY
Smack down opponents with the invincible spinning wheel kick!





TWINE
Beat the the first level hands down – on any difficulty setting!





DR KITTS'
They tried to have him struck off. Then his assessors mysteriously disappeared. But at least he's good at tips.



YOUR MOST WANTED TIPS

TWINE

Having difficulty with the first level? Here's a decidedly cheeky way to finish it off in record time…



Go right until you can see the guard. Next, whip out your watch, set it to 'dart' and shoot the guard.



Next, head in and pick up the stuff that's in the security box as normal. It'll say you've failed the mission…



…but you haven't. Just walk coolly out of the bank, and the mission will be complete on any difficulty!

You asked us for 'em so we've gone and got 'em – it's your most wanted!

SUPER SMASH BROS



RECOVER FROM DISASTER

If you're doing a Down + A attack and find yourself about to be stuck recovering for ages, there's a way to avoid leaving yourself seriously vulnerable to attack. At the very



moment you make contact with the ground, tap R. This will prevent you ploughing into it. With Link, for example, instead of shoving your sword into the ground, you'll pull out your shield instead.

SCORING SYSTEM

Confused about how you get points? Here's how it works. If someone dies, the last person to hit him gets the point. This leads to everyone rushing towards whoever is nearest to death. This means that if that person gets killed by an arena effect like an explosion or lava, no-one gets the kill. However, if you hit someone with a projectile or mine and that kills them, you get the point. Also, if you die, you lose a point.

SUSS THE AI

If you've progressed to a point where you're ready to take on the most hardcore computer opponents, here are a few things we've noticed about how they behave.

- If they're a long way away and there's a projectile to hand somewhere nearby, they will almost always quickly lob it at you.
- When an item appears, they will always do their best to get to it. This makes them a little more predictable.
- If they are in the air off the main arena, they won't attack you. If they are flying above the field, however, they will attack.

CHEAP TRICK

If you have sent someone flying off the end, but you know they'll be able to find their way back and hang onto the ledge, there's a way to prevent it. Just hang on the ledge yourself – it can't hold more than one person.

TEAM TACTICS

If you're in a team game, which after all is probably the most enjoyable way to play, try this technique to deliver staggering amounts of damage… One of you holds someone (DK works well for holding people) while the other delivers a strong attack at the same time (Yoshi's Jump + Down + A, Jigglypuff's Down + B or Luigi's Up + B moves work a treat). Teamwork like that is guaranteed to leave bruising the following morning…

DONALD DUCK: QUACK ATTACK

SPECIAL MOVE

Collect five cogs in rapid succession to get one letter from the word 'special'. Do this enough times to complete the word, then complete the level. You'll learn a special move!

DEFEATING MERLOCK

When Merlock splits himself into four pieces, go for the one that has the shining diamond – it's the only one that'll damage him…



AIDYN CHRONICLES

EXTRA EQUIPMENT

Before you set off on the main part of your quest, talking to the right people at the right time can buy you a definite headstart. For example, wait until you have one space left in your party, then talk to Brenna. Tell her the mission is too dangerous, and she will give you a Battle Axe and some Idem Scale armour to help you out. Useful, let us tell you.



BATMAN OF THE FUTURE

FLIGHT MODE

Pause the game, then press Up, Down, Left, Left. You can now fly at will.

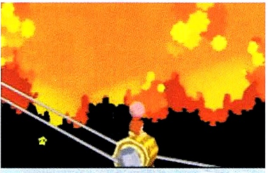


HERCULES: THE LEGENDARY JOURNEYS

INFINITE HEALTH

This is a variation on the standard 2D platforming trick. Find a place with a few barrels, such as in a town. Smash them and pick up the nutritious goodies within. Next, head into a room or cave, then head back out again. The barrels will have refreshed themselves, allowing you to pick up the good stuff all over again. You can repeat the process as many times as needed. Easy!

KIRBY 64: THE CRYSTAL SHARDS





RIDE WADDLE DEE

On the second part of the first world, there's a part where Waddle Dee takes you on a log to transport you across a large gap. It's a little-known fact, but you can hop on the wee blighter's back for a free ride, in case you're cretinous enough to keep falling off.

EASY ENEMY CARDS

Having difficulty getting all those pesky enemy cards? Go to the very first level and just barrel through it pronto. At the bonus item screen, try to jump on the tan-coloured square with the question mark on it. Do this enough times and you may well get all the info cards. Much easier than mucking about trying to find them all.

RUGRATS IN PARIS

DEFEAT ROBOSNAIL

Get all 16 of the gold tickets, then head to the gift shop at the main entrance. Buy the Reptar Control Helmet (pricey!) and head on over to Golf Park. Have a look the map there and go to the warehouse that's marked with a gold ticket. When the ultimate battle commences, go all the way to the right, but turn left very slightly. RoboSnail will get stuck for a moment as he comes nearer to you. This is the time to shoot him with fireballs and claw him. If you run out of fireballs, smash a wooden box to replenish your supply.





ZELDA: MAJORA'S MASK

Infinite Items

Rupees	811E6B8B 03E7
Health	811E6B87 0140
Magic	801E6B89 0030
Magic Beans	801E6BDA 0009
Powder Kegs	801E6BFC 0009
Arrows	801E6BF1 0009

Donal O'Conghain, Ireland

GOLDENEYE 007

No clipping	81031A1A 0008
Multiplayer Cradle	D00572D1 0008
	80025E47 0029

Tom Allott, Yorkshire



TUROK: RAGE WARS

All medals	8110EB4A FFFF
	8110EB4C FFFF
	8110EB4E FFFF
	8110EB17 0024

Mark Wiles, Lincolnshire

RESIDENT EVIL 2

Item code 810E59C8 **XX**FF

Replace **XX** with:
61 – Red umbrella keycard
62 – Master key
63 – Platform key
3B – Bishop plug
3C – Rook plug
3D – Knight plug
3E – King plug

James O'Leary, Middlesex

For information about Action Replay carts, call Datel on **01785 810826** or visit **www.codejunkies.co.uk**



Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll stick the best into our Readers Tips column over the page, and if you make it in, we'll send you a rather flash NGC pin badge. If you get the coveted number-one slot, you'll get something extra special.

cut out and send

Name ....

Address ....

....

....

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Postcode ....

HERE'S MY TOP TIP

It's for [game name]:

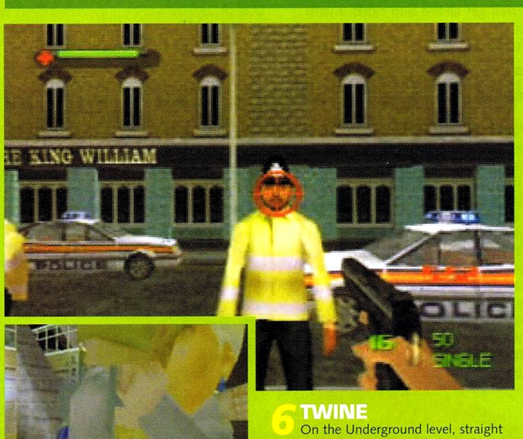
And I've found that if you:



Send to: Tips Extra, NGC Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

READERS' TOP 10 TIPS

Remember, the best one wins an Action Replay cart from Datel **(01785 810826, www.codejunkies.co.uk)**



1 PERFECT DARK
Finish Datadyne Central: Extraction with the DK Mode cheat on. Mr Blonde and Cassandra will appear to have a little kiss. Bless 'em!
Philip Nash, Reading

2 SUPER SMASH BROS
When playing as DK, here's a hint for beating Giant DK or Metal Mario. Pick them up, but don't throw them. Next, simply hop off the side of the level to your doom, but make sure you have more than one life left. It's a cheap way to guarantee victory!
Scott McIntyre, Dundee

3 SUPER MARIO 64
From the start of a completed game, get into the cannon and on to the roof with your health very low. Get the wing cap and hop back in the cannon. Fly to the top of the castle, then do a tricky long-jump at the cannon. Mario will hit the ground next to the cannon and slide into it. You can then fly around even though you're dead!
Andrew McCaskill, West Sussex

4 ZELDA: MAJORA'S MASK
Wear the Gibdo Mask and find yourself some Gibdos. Take aim and shoot one of them with a fire arrow – he'll shed his bandages and become a Redead. Weird!
Tom Thayer, Bristol

5 WWF NO MERCY
Take Steve Austin through to win the Heavyweight belt. Highlight the belt in exhibition mode and its picture will turn into Stone Cold's skull…
Steven Lees, Glasgow

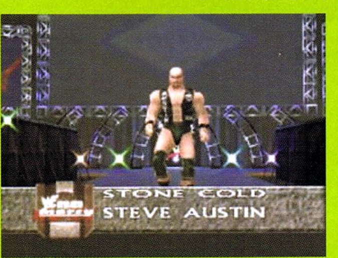
6 TWINE
On the Underground level, straight away turn round and attack the police. Also blow up their cars. Now detonate the bomb and the police will mysteriously resurrect themselves…
Greg Clarke, Chigwell

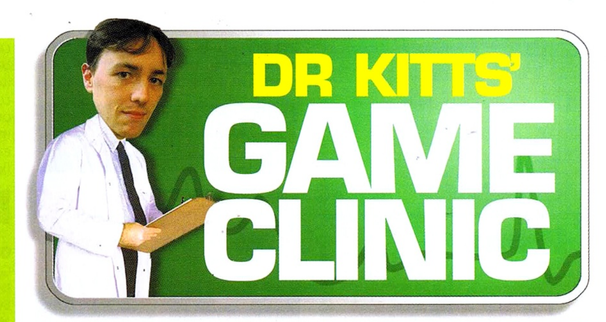
7 PERFECT DARK
On Datadyne Research: Investigation, go into the second room, the one with the perspex wall and the plants. You can actually duck down and hide behind the plants there, which means you'll be able to shoot people but not be shot at yourself.
Ian Hughes, Pontypridd

8 CONKER'S BAD FUR DAY
In the club, pee on the caveman near the beer keg. He doesn't like it! Also, you can thwack 'im with your frying pan.
Alex Vaughan, Leicester

9 DIDDY KONG RACING
For a serious extra burst of speed, get yourself a third-party pad with an autofire function. Set A on autofire and you'll go noticeably faster.
Tony Dunster, London

10 WWF NO MERCY
Here's a winning tactic. Choose a wrestler who can do a spinning wheel kick from the apron. Then just get on out there and wait for the fools to come towards you. Works well every time.
Darren Blake, Berkshire





DR KITTS' GAME CLINIC

Brand new look, same sinister game physician...

Dr Kitts,
I'm having trouble with the ice mission near the start of *Worms Armageddon*…
Derek Williams, Cheltenham

Dr Kitts slices some juicy worms up real nice, then smiles politely...
On your first go, use the laser sight to shoot the oil barrel with the shotgun in it. Next, kill two snipers with your first shot (it is possible!), then take aim at the last sniper with your second shot. Next turn, use the ninja rope to swing over to the first crate. Inside is a bat which you can then use on the enemy nearby. When it comes to the next turn, get over the mines with your rope and nab that special crate. Job done.

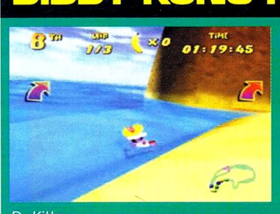


Dr Kitts,
I just bought *Jet Force Gemini*, and I've rescued Floyd, but co-op mode hasn't appeared on any of the menus. Help!
Stephen James Mirtin, Worksop

Dr Kitts straps a heavy pistol onto his pet dog, Dahmer's, head...
Stephen, this one's quite easy to sort out. Go into a game as usual, then hide behind a rock or some such. Then press Start on the second controller (you have got two controllers, right?). You'll be able to snipe from miles away.

Dr Kitts,
I can't get past the helicopter on City of

DIDDY KONG RACING





Dr Kitts
In *DKR*, I can't find the key that's somewhere in Sherbert Island…
Toby Couch, Ryde

Dr Kitts whistles 'Wind of Change' by The Scorpions.

The key is stuck away in Crescent Island, not too far from the start. Head a little left after the start and into the water. It's best to be in the hovercraft here. The key is in an alcove a little further on. Bob up and down and you'll get it.

PERFECT DARK

Dr Kitts,
I've looked all over, but I can't find the bits of cheese on the following levels in *Perfect Dark*: G5 Building, Area 51: Infiltration and Deep Sea. It's driving me nuts! I beg you to help me.
Alex Webb, Hull

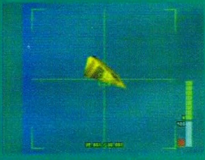
Dr Kitts invites a deranged serial killer and a stuffed badger over for fondue.



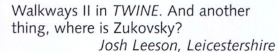
In the G5 Building, go to the room in the bottom with the damping field generator. There's a cheesy vent in the wall under the sloping ceiling.



In Area 51, the cheese is in the vents above the bathrooms. Grab a Farsight or use the CounterOp mode to make sure you can get in there.



In the Cetan ship, get hold of a sniper rifle and zoom left in the hallway near the start with the glass walls. The cheese is tucked away in the sea.



Walkways II in *TWINE*. And another thing, where is Zukovsky?
Josh Leeson, Leicestershire

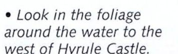
Dr Kitts flops the nut straight and sandbags it to the river...
Right, Josh, it's all about having the right equipment. Avoid the saw thing at first by waiting until you hear it fly away, then head through to the next warehouse by using the walkway on the right. At the pier, head down the ramp to find Zukovsky's car – there's a rocket launcher inside. Keep the target on the 'copter while the rocket flies to make sure you hit it. That'll teach 'im. Zukovsky's just downstairs when you've got rid of the chopper.

Dr Kitts,
I can't push blocks around in Sakon's Hideout in *Zelda: Majora's Mask*.
Aidan O'Farrell, London

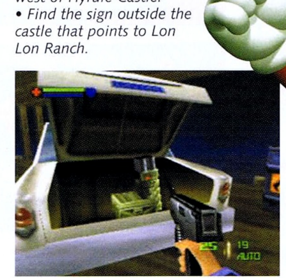
Dr Kitts slips into a leotard and dives in a vat of baby oil...
It's very simple once you realise a fact about the blocks... Look on top of each one – there are arrows pointing up and down or right and left. These tell you which way the blocks can be moved.

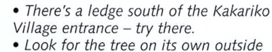
Dr Kitts,
I can't find any Big Poes to sell to the Poe merchant near the drawbridge in *Zelda: Ocarina of Time*. Please help!
David James Holt, Newport

Dr Kitts attempts to squeeze a small cat into a bottle...
Here's a little tidbit which might help a lot: Big Poes only appear when you're on horseback. Apart from that, hang around the following areas and you should eventually bag all ten to get the final bottle...



- *Look in the foliage around the water to the west of Hyrule Castle.*
- *Find the sign outside the castle that points to Lon Lon Ranch.*





- *There's a ledge south of the Kakariko Village entrance – try there.*
- *Look for the tree on its own outside the ranch entrance.*
- *Go east of the ranch to the wall and see where it changes direction.*
- *Gerudo Valley, east of the entrance. Try the solo tree beneath the ledge.*
- *Outside Gerudo Valley, try the place where the road forks.*
- *Look out for the boulder near the fork in the road between the ranch and the woods.*
- *Just south of here, find the grass between the tree and the copse.*
- *Around the trees north of the entrance to Lake Hylia.*

Dr Kitts,
As hard as I try, I can't beat all the aliens in *Majora's Mask*. Also, how do you get into the 'Employees only' room in the inn?
Tom H, Abingdon

Doctor Kitts chills with some 'N Sync...
First off, stick fairly near to the barn, but also keep an eye on the dog, since it'll sometimes lead you to the aliens. Watch for the ones that sneak up behind the barn, they're tricky. It becomes much easier when you play the reversed Song of Time, too. You only get into the locked room in the Inn at the end of the Anju-Kafei sequence, but that's a different story...



GOT A GAMING QUERY?

Doesn't matter how small or precise, write in to Dr Kitts for the answer. Detail your problem on the form below (use a separate piece of paper if necessary) and post it off to:

cut out and send

Name ....

Address ....

....

....

....

....

Postcode ....

GOOD AFTERNOON DOCTOR...

I've got this terrible gaming affliction – it's like this, you see...

DR KITTS' GAME CLINIC

Send to: Dr Kitts' Game Clinic, **NGC** Magazine, 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Developers versus us versus you

I'M THE BEST

Think you're hard enough to fly with the best, son? Send in your scores and we'll make the decision...

KEY TO THE LEAGUES

GOING UP


GOING DOWN


STAR PERFORMANCE Gold



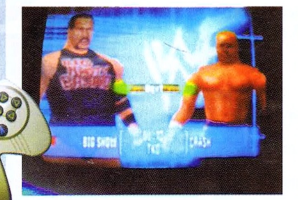
It's a snappy point of the finger and a loud "Nicely!" to Thomas Woodward in Gloucestershire. Taking his cue from our Skill Club challenge to finish *Smash Bros* with more than 1,000,000 points, Thomas did so not with simply one character, not with two characters, not with three *(Get on with it* – Ed) but with *11* battlers. And in doing that, he amassed a total score of 13,620,970 – all of which bags him a Gold Star Performance prize, comprising a Mirage joypad from Wild Things (029 2075 5774, www.wild-things.co.uk) and a Gold-level SP certificate. Bonzer.

STAR PERFORMANCE Silver



Jim Atkins from Swansea is the scarily efficient killing machine behind this *Conker's BFD* result, which impressed us no end after trying it ourselves. Here's the rub: The Colors multiplayer map, ten minutes, infinite lives, radar on, and *nine* 'Einstein'-level bots. Poor Jim, you might think. Wrong! He ruthlessly fed lead to an eyebrow-raising 21 foes. Take Silver, Sir!

STAR PERFORMANCE Bronze



Dorset's Simon Mason has been laying down some No Mercy-flavoured smack this month. His Star Performance entry showed he'd whupped his opponent all the way to a TKO in just 12 seconds. Neat stuff, though office cynic Alan did point out that Simon's pic showed a huge fella against someone not far off Steve's tiny proportions. Still, we'll be firing a Bronze SP certificate in his direction soon. Nice one.

BEAT THE DEVELOPER



We've had everyone from Acclaim to H2O sending us their best N64 times, but the biggest videogame celeb we've bagged is Metro Mustafa. As PR manager for Midway, he's not *technically* a developer – but those with long memories might recall his stint as Nintendo UK Games Champion in the 1990s. Wow!

What they've been playing

Metro's been plugging away at Princess Peach's Slide in *Super Mario 64*, and achieved a very respectable time of 0'16"6. That's a full two seconds ahead of Mark 'Hardcore Gamer' Green's best time, so you'll have your work cut out for you trying to top those kind of Olympian figures. Or will you...? Entries to the address above, please.



THIS MONTH'S TIME TO BEAT

Paper Mario, it is then folks. If you've managed to unlock the Playroom near the station in Toad Town (have a look at this month's guide if you don't know where it is) then head down the pipe and play the Smash Attack game. The challenge is to get all ten 'Peach Panels' as fast as you can, beating Geraint's miserable score of 26 seconds. If yours is the best time we receive in time for **NGC**/62, you'll be rewarded with a Mirage joypad from Wild Things.



N64/58's winner: *congrats to Dublin's Paul Galvin, who lopped a handy ten seconds off Jes' Excitebike 64 Houston race time with 1:56.60. Excellent stuff, Paul – a brand new joypad is winging its way to you now!*



MARIO KART 64

BEST TIMES



MARIO RACEWAY

	Time	Name	
1	1:09.36	Mark Green	NGC
2	1:11.42	Geraint Evans	NGC
3	1:38.78	Alan Maddrell	NGC
4	1:51.10	Tim Weaver	NGC
5	1:52.20	Andrew Smith	*Acclaim*

TOP TIP

On the bend before the hairpin with the giant mushroom, powerslide uphill and turn to face the wall on the other side. When you hit the track, use your mushroom and you'll fly over the wall.

KOOPA TROOPA BEACH

	Time	Name	
1	1:51'66	Tim Weaver	NGC
2	1:54'12	Geraint Evans	NGC
3	1:55'00	Alan Maddrell	NGC
4	1:56'12	Paul Edwards	NGC
5	2:10'12	Mark Green	NGC

TOP TIP

Use your mushroom on the section which splits past the huge rock with the left and right arrows. This will give you added pace, but you'll have to use the hop to get through the normal shortcut.

ROYAL RACEWAY

	Time	Name	
1	3:03'21	Mark Green	NGC
2	3:08'72	Tim Weaver	NGC
3	3:13'91	Geraint Evans	NGC
4	3:21'98	Alan Maddrell	NGC
5	3:30'59	Andrew Smith	*Acclaim*

TOP TIP

Not any shortcuts to speak of here. Just make sure you get a powerslide boost on every corner and stay tight round the bends. You can also try powersliding over the grass before the big jump.



LUIGI RACEWAY

	Time	Name	
1	2:09'02	Geraint Evans	NGC
2	2:15'55	Alan Maddrell	NGC
3	2:16'13	Andrew Smith	*Acclaim*
4	2:17'01	Tim Weaver	NGC
5	2:17'72	Dan Geary	NGC

TOP TIP

Always get as many boost slides as possible. You should be able to get at least three on each bend, especially the long sweeping bends, and at least two inside, and in the exit of, the tunnel.

PERFECT DARK

BEST TIMES (AGENT MODE)



DATADYNE: DEFECTION

	Time	Name	
1	0:45	Alan Maddrell	NGC
2	0:48	Mark Green	NGC
3	0:55	Tim Weaver	NGC
4	0:57	Geraint Evans	NGC
3	1:01	Fred Williams	*Blitz Games*

TOP TIP

The best tactic is to just keep charging forward. Don't hang around to kill everyone and just move forward pumping lead into anything that gets in your way. Remember to reload constantly.

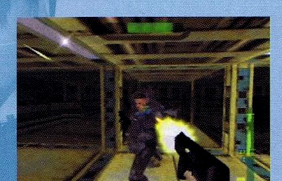


CARRINGTON VILLA

	Time	Name	
1	1:54	Alan Maddrell	NGC
2	2:12	Mark Green	NGC
3	2:31	Andrew Smith	*Acclaim*
4	2:50	Steve Jalim	NGC
5	3:30	Geraint Evans	NGC

TOP TIP

As with most missions, it's important to memorise the enemy position and level layout. It's also worth remembering the sniper positions so that you can take them out with little fuss.



G5 BUILDING

	Time	Name	
1	3:27	Andrew Smith	*Acclaim*
2	3:35	Alan Maddrell	NGC
3	3:38	Tim Weaver	NGC
4	3:39	Mark Green	NGC
5	3:43	Geraint Evans	NGC

TOP TIP

Remember to use the CMP's Lock on function as soon as you pick one up. You don't want to waste time against those cloaking Datadyne personnel. Also, be sure to keep your cam-spy out of sight.



AREA 51 ESCAPE

	Time	Name	
1	3:39	Alan Maddrell	NGC
2	3:43	Fred Williams	*Blitz Games*
3	4:12	Andrew Smith	*Acclaim*
4	4:15	Mark Green	NGC
5	7:59	Paul Edwards	NGC

TOP TIP

At the start, leg it to the corridor, ignoring everything else before tapping B at the top so that Elvis hovers after you. Then on in, it's a case of grabbing a Super Dragon for the quick kills.



GOLDENEYE 007

BEST TIMES (AGENT MODE)



FACILITY

1	1:29	Alan Maddrell	NGC
2	1:30	Gareth Richards	*Jester Interactive*
3	2:03	Rodney Lum	*H2O*
4	2:07	Fred Williams	*Blitz Games*
5	3:03	Andrew Smith	*Acclaim*

TOP TIP

There are large sections of this level you don't have to navigate at all. The only trouble you may have in terms of time wasting is Dr bleedin' Doak. If he's not in the labs, just abort and try again.



ARCHIVES

1	0:35	Alan Maddrell	NGC
2	0:37	Gareth Richards	*Jester Interactive*
3	0:50	Fred Williams	*Blitz Games*
4	1:20	Rodney Lum	*H2O*
5	3:57	Andrew Smith	*Acclaim*

TOP TIP

Strafe for your life. The zig-zagging technique is essential here. Also, remember your ability to destroy crates. This will make killing any hiding guards a damn sight easier.



BUNKER 2

1	0:50	Gareth Richards	*Jester Interactive*
2	0:57	Fred Williams	*Blitz Games*
3	1:05	Alan Maddrell	NGC
4	1:26	Andrew Smith	*Acclaim*
5	1:30	Mark Green	NGC

TOP TIP

Get rid of surveillance equipment fast. Avoiding the shade wearing double-shooter guards will also save you loads of hassle. And using the windows in the doors will score you easy head shots.



TRAIN

1	2:50	Alan Maddrell	NGC
2	4:27	Andrew Smith	*Acclaim*
3	5:01	Geraint Evans	NGC
4	5:15	Rodney Lum	*H2O*
5	11:04	Fred Williams	*Blitz Games*

TOP TIP

Memorise guard locations, stand your ground in the open and just blast them in their faces. Then speed through – the second you open the door to the main carriage, pump the room full of lead.



F-ZERO X

BEST TIMES



MUTE CITY

1	01'35"450	Mark Green	NGC
2	01'42"521	Martin Kitts	*ex-*NGC
3	01'49"321	Jes Bickham	*ex-*NGC
4	01'52"920	Andrew Smith	*Acclaim*
5	01'54"022	Alan Maddrell	NGC

TOP TIP

This course has four speed boosts. Memorise their locations so you hit them all. It's also a good idea to steadily pump your boost power to feel it's benefits for the duration. And approach the head of the pack early to avoid any traffic.

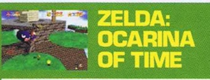


DEATH RACE

1	2'16"250	Andrew Smith	*Acclaim*
2	4'03"564	Mark Green	NGC
3	4'13"124	Jes Bickham	*ex-*NGC
4	4'50"320	Tim Weaver	NGC
5	5'10"788	Alan Maddrell	NGC

TOP TIP

The easiest ways to score kills is to knock ships off the track. Drive parallel to the ship you want to destroy, double-tap the relevant trigger and nudge the analogue towards them at the same time. Careful you don't spin off yourself, mind.



ZELDA: OCARINA OF TIME

BEST TIMES



GERUDO EQUESTRIAN SHOOTING RANGE

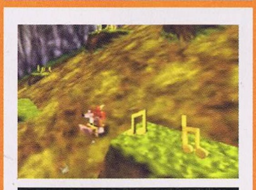
1	1200	Alan Maddrell	NGC
2	1060	Mark Green	NGC
3	1000	Geraint Evans	NGC
4	880	Tim Weaver	NGC
5	820	Steve Jalim	NGC

TOP TIP

Once you've got the gist of where everything is, concentrate on claiming as many bullseyes as possible (1000 points each). As they say, practice makes perfect.

BANJO-KAZOOIE

BEST TIME (10 JIGGIES, 100 NOTES, 2 HONEYCOMBS)



MUMBO'S MOUNTAIN

1	00:07:33	Tim Weaver	NGC
2	00:07:45	Alan Maddrell	NGC
3	00:08:20	Steve Jalim	NGC
4	00:09:22	Mark Green	NGC
5	00:11:04	Tim Weaver	NGC

TOP TIP

Head straight for Bottles to learn the talon trot (this way you move faster). Without Kazooie's help, you'll be hard-pushed to get all ten jiggies in a decent time.

SUPER MARIO 64

BEST TIMES





PRINCESS PEACH'S SLIDE

1	0'16"6	Metro Mustafa *Midway*
2	0'18"3	Mark Green NGC
3	0'19"8	Alan Maddrell NGC
4	0'19"9	Geraint Evans NGC
5	0'20"1	Tim Weaver NGC

TOP TIP

To score under 20 seconds with ease use this shortcut. As you come out of the starting tunnel you'll come to a straight descent. Jump off to the left when you get to this section and try to land on the track below. It may take a little practice to master but it is possible – just make sure you press Z before you hit the track.

KOOPA RACE 1

1	0'22"9	Mark Green NGC
2	0'25"1	Geraint Evans NGC
3	0'32"5	Alan Maddrell NGC
4	0'40"6	Tim Weaver NGC
5	0'42"1	Steve Jalim NGC

TOP TIP

Whatever you do don't use any of the warps, because you'll be cheating and you'll automatically lose. The best route is to take the main path. Make sure you use the Long Jump technique as much as possible as it is significantly faster than running. You should be aiming to get well under one minute if you can.

ZELDA MAJORA'S MASK

BEST TIMES





GORON RACES

1	1:25:03	Alan Maddrell NGC
2	1:26:10	Mark Green NGC
3	1:30:15	Geraint Evans NGC
4	1:31:01	Steve Jalim NGC
5	1:35:10	Tim Weaver NGC

TOP TIP

The main tactic here is to make absolutely sure you don't deviate from the inside line. If you can hold it all the way you'll get a great time. Also avoid hitting anything – it'll slow you down a treat. And make sure you never run low on Magic by collecting as many green bottles as you possibly can.

BEAVER RACE 2

1	1:50	Alan Maddrell NGC
2	1:55	Tim Weaver NGC
3	1:57	Steve Jalim NGC
4	1:58	Mark Green NGC
5	2:02	Geraint Evans NGC

TOP TIP

This is very straightforward. It's worth remembering that the rings themselves will stall Link if he hits the rim, so always make sure you line yourself up as centrally as possible. Other than that, it's merely a case of memorising the layout and practising until your eyes bleed and you realised you've not eaten for 10 years.



HERE'S MY BEST TIME



cut out and send

SUPER MARIO 64 — Best times
- Princess Peach's Slide ________
- Koopa Race 1 ________

GOLDENEYE 007 — (Agent mode)
- Facility ________
- Archives ________
- Bunker 2 ________
- Train ________

MARIO KART — Best times
- Mario Raceway ________
- Koopa Troopa Beach ________
- Royal Raceway ________
- Luigi Raceway ________

F-ZERO X — Best times
- Mute City ________
- Death race ________

ZELDA MAJORA'S MASK — Best times
- Goron Races ________
- Underwater Beaver Race 2 ________

BANJO-KAZOOIE — Best time
10 jiggies, 100 notes, 2 honeycombs)
- Mumbo's Mountain ________

ZELDA: OCARINA OF TIME — Best score
- Equestrian Shooting Range ________

PERFECT DARK — Best score (Agent mode)
- Datadyne Defection ________
- Carrington Villa ________
- G5 Building ________
- Area 51 Escape ________

Name ....

Address ....

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Postcode ....

Remember, you need to send in video evidence for your effort to be confirmed (see Skill Club if you're not sure how to do this). Tapes MUST have a label attached, with your name, address and score/time easily legible or they will be thrown into our big pit of despair.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the issue after you put your stuff in the post – it'll be there in the next one. So, pack up your bits and send them all to: **I'm the Best, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW.**

Challenges to test the best

GAME ON

READERS' CHALLENGES

Shield your eyes – we've polished Game On so hard that prolonged staring could lead to temporary blindness. The format's the same, so we're still bringing you a corking collection of game-enhancing challenges for your favourite N64 titles. But now, in addition to the best of your challenges, we'll also be printing an octet of truly terrifying tests for a single blockbusting game (this month: *Conker*) thunk up by the hardcore gamers here at NGC.

Game On is just for fun – but if you want to boast of thrashing one of our challenge achievements, feel free to write to us at the usual address, or drop us an email at ngc@futurenet.co.uk. And don't forget – the very best of your cruel challenges sent in each month bags an Action Replay cart from Datel. Mint.

MARIO KART 64



TOP CHALLENGE

Someone who forgot to tell us their name and address (let us know to claim your prize) has conjured up a brilliant challenge for The Best Racing Game Of All Time. Start a one-player Grand Prix race on any circuit you please, and be sure to check which character is closest to you on the starting grid, because the aim of this challenge is to ensure them as high a place as possible in the final GP rankings. Use weapons and wily driving to scupper his or her rivals.

Anon's best: 2nd place

ZELDA 64: OCARINA OF TIME



Here's another timely test for Link, this time courtesy of **Iain Shackell** from **Gourock**. First, scamper over to the centre of Hyrule Field and wait for darkness to fall (or use the ocarina). Once the Stalkids begin bursting out of the ground, get busy with the killing – but you must *only* use bombs, and if you're injured by a stray skeleton, it's challenge over. Sticking to those two rules, see how many wandering souls you can send back to hell by daybreak.

Iain's best: 16 kills

SUPER SMASH BROS



You'd better not shout, you'd better not cry, because **Jouti Claus** has come to town from **Belgium** to treat you all to a superb multiplayer *Super Smash Bros* challenge. (*That's not the words* – Ed.) Start up a three-player game in Mario's Kingdom, with two of you playing as DK and the third person as Kirby. The two DKs now act as opposing sides in a ten-minute game of basketball, using R and Up to grab hold of the pink blob and chuck him onto one of the pipes.

Jouti's best: 25 dunks

THE WORLD IS NOT ENOUGH



Paul Kalarevic of **Coventry** urges you to put down your weapons, because he's got a neat idea for a *TWINE* challenge. Select the Cold Reception level on Agent mode and count how many gun-toting baddies you can kill with your bare fists – you can check your tally on the final stats screen, under 'Enemies Subdued'. One tip – if you want to avoid the flashing 'Mission Failed' message, you *are* allowed to use a gun to take out the fuel dumps as you go.

Paul's best: 10 killed

NOW IT'S YOUR TURN!

GAME ON

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in challenges for...

Paper Mario • Star Wars: Battle for Naboo
Banjo-Tooie • Excitebike 64

We'll print the best of them right here, and what's more, the top challenge each month wins an Action Replay cart from Datel (01785 810826, www.codejunkies.co.uk). Can't say fairer than that.

Send your challenges to:
Game On, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW

ACTION REPLAY PROFESSIONAL

TEAM CHALLENGES CONKER'S BAD FUR DAY

BEAT THE CLOCK ON COUNTDOWN



Cackle. See how quickly you can negotiate the booby-trapped corridors of the enemy base, murder the trio of Tediz in the final room, and escape outside. Remember: Conker *can* duck, but that's not necessarily the quickest route through the laser grids. Similarly, using R-aiming to blast the bears in the corridors wastes valuable time. Mark's best result below is based on the time left on the clock as he stepped out of the final door. Useful, we'll admit.

Mark's best: 3m 46s

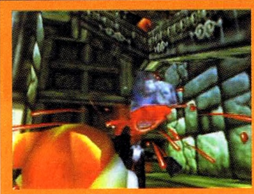
BOUNCE ON SUNNY'S BREASTS



Right, then. How many times do you reckon you can trampoline on this radiant sunflower's ample chest before toppling to the ground? Geraint's handy hint should help with things – by double-tapping A just as you shoot into the air, Conker will whip out his helicopter tail then immediately land back on the boobs, ready for another bounce. All told, the toughest test here will be forcing that darned camera to behave using the C-buttons. Can you beat Mr Evans?

Geraint's best: 71 bounces

BLOW ZOMBIE HEADS OFF



Zombies – love 'em or hate 'em, you've got to admit that the sight of one having its head torn in half by a shotgun shell is a supremely satisfying experience. So, after selecting 'Zombies' from the Chapter menu, see how many headshots you can string together courtesy of Count Batula's undead hordes. Hold R and Z for aiming, using the C-buttons to explore the mansion. The challenge ends when a zombie is hit with a non-fatal body shot. Greener loves this 'un.

Mark's best: 24 head shots

SURVIVE THE HOVER RACE



The original objective of the lava-soaked hoverboard race on the 'Mugged' level was to bash the brains out of the three Uga Bugas. This time, however, we want you to simply survive as many laps as possible, with each new circuit beginning at the point where you pass below the imprisoned cash. Weaving between the big dino's legs with analogue stick wrenching is crucial. Oh, and just ignore the Ugas, else you'll end up on a different route.

Geraint's best: 19 laps

VERTEX KILLS AT NORMAL SPEED



Yes, we are indeed cruel enough to ban any use of *Bad Fur Day*'s fantastic slow-mo mid-air blasting. With that restriction in place, your mission here is to see off all of the guards in the Vertex using normal gunplay. Irritatingly, you'll find that you won't be able to use the C-buttons to strafe while aiming – so we've settled on the tactic of cowering behind the stone pillars until they're in bits, then peeking through the gaps to take pops at the baddies.

Mark's best: 13 guards

BASH THE CHEESES



Grab your frying pan and head to the 'Marvin' section of the 'Barn Boys' stage – we've got some cheese-whacking to do. The premise is simply to single out just one piece of bouncing cheese and give it a real hiding – whack it once, wait until it clambers back to its 'feet', whack it again, and repeat to fade. Here's the catch, though – if you swing and hit dead air rather than the Swiss stuff, the challenge is over. Can you beat Alan's consecutive whack record?

Alan's best: 5 whacks

NON-STOP BARREL ROLLING



It's back to *Bad Fur Day*'s 'Zombies' section, folks – and have we got a finger-gnawing challenge for you. Hop onto the barrel in the castle's entrance hall and, as usual, roll down the helter-skelter slope outside. But! When you reach the bottom, avoid tumbling through the door – instead, spin around and head straight back up to the top. Your mission: complete as many of these barrel 'laps' as you can. Feel free to dance a quick celebratory jig if you manage to top Ger's total.

Geraint's best: 12 laps

MULTIPLAYER TRENCH RUN



A challenge for four on the Colors map. Set a ten-minute game with infinite lives. Player one's job is to complete 'runs' – a journey from one end of the central trench to the other – while the other three adopt positions on the hills to the side and attempt to grenade the trench-runner. The grenade-chuckers are permitted to collect more ammo, but player one is free to continue running in the meantime – so a relay system for ammo-collection might be advisable.

Mark's best: A pitiful 3 runs

NEW! NEW! NEW! NEW! NEW! NEW! NEW! NEW!

In association with GAMESTER

SKILL CLUB NEXT GEN

It's new and improved – and now you can win a six-month subscription to NGC!

Like a fine wine, Skill Club gets better with age – and this month, to tie in with this extra-special 60th issue, we're introducing Next Gen, a gamesplaying compo so brow-furrowingly tricky, you might even find yourself rueing the day you were born. Maybe.

All are welcome!

Of course, Skill Club Next Gen isn't just open to people who can complete challenges into the double figures, but in fact everyone who loves playing games and wants to prove their worth to others. Which is why we've got a clever four-tiered table system, allowing you to complete three, seven, ten or 14 tasks – and, if you're extra hard, even all 20. We'll bring you the new league tables – with the names of the first crop of folk to make it in – next issue.

Play makes prizes

Complete three challenges, and you'll get a neat Skill Club Next Gen Bronze certificate and take pride of place in our Bronze league. With seven, you'll get Silver recognition, with ten it's a Gold certificate plus one of the swanky Gamester Advanced Controllers on the left here (or a Gamester Tremor Pak with 1Mb memory) and with 14 it's the illustrious Platinum league *and* a six-month subscription to NGC for you. Finish all 20 and we'll rustle up something extra special for you. So, what are you waiting for? Go! Go!

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 for Platinum. And if you manage all 20, we'll send you something extra special...*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use either PAL (UK or Australian) or NTSC (US or Japanese) copies of the games featured here, but if you opt for NTSC you'll have to achieve the faster of the two listed times for Mario Kart.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes, as well as doctored digital camera shots. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. Make it into the Bronze league first, then later you can send us further proof to elevate yourself to a loftier position. Bonzer.*
- *Bronze, Silver, Gold and Platinum leagues will be published in a future edition of NGC.*
- *If you'd like to have your tapes or photographs back, please include a stamped, addressed envelope.*

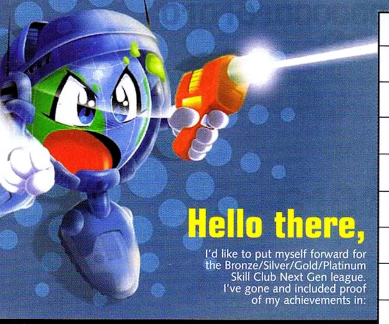
HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA. With a digicam, use a slow shutter speed.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video recorder.*
2. *Connect the 'Signal Out' socket on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Complete your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'Record'. Press 'Stop' after five or so seconds.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.*



Hello there,

I'd like to put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Next Gen league. I've gone and included proof of my achievements in:

	A F-Zero X		K Majora's Mask
	B ISS 2000		L GoldenEye 007
	C Battle for Naboo		M Perfect Dark
	D Super Mario 64		N Banjo-Tooie
	E Conker's BFD		O Tony Hawk's
	F Lylat Wars		P Mario Tennis
	G Quake II		Q TWINE
	H Wave Race 64		R WWF No Mercy
	I Ridge Racer 64		S Smash Bros
	J Mario Kart 64		T Excitebike 64

Please send my badge and certificate to:

Name ....

Address ....

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Use a photocopy of this form if you'd rather not cut your copy of NGC Magazine.

ENTRY FORM

challenge A — F-Zero X



What you must do: Beat a time of 1'50" on Port Town 2.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The free Double Game Guide+ stuck to issue 22 should provide you with all the help you need.

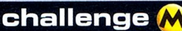
challenge B — ISS 2000



What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: Tips ahoy in the DGG+ attached to issue 49, *and* the 'Best of 2000' book that came free with issue 51.

challenge C — Battle for Naboo






What you must do: Earn Gold Medals on all 18 levels – that includes the three secret missions.
Proof: A photo of the player select screen, showing how many medals you've collected.
Helpful tips: Why, there was a DGG+ free with **N64**/57.

challenge D — Super Mario 64




What you must do: Beat 0'13" on the Princess' Slide.
Proof: A photo of your time at the finish line.
Helpful tips: For a massive shortcut, press Z and B just before you hit the slide – then, after the tunnel, leap left over the wall and use B to bellyflop onto the track below. Yikes.

challenge E — Conker's Bad Fur Day





What you must do: Score 10 headshots against CPU-controlled Frenchies in the Beach multiplayer scenario.
Proof: A photo of the final stats screen, showing your score.
Helpful tips: No multiplayer tips as such, but try the walkthroughs in issues 54 and 55 for general advice.

challenge F — Lylat Wars




What you must do: All rings and 70 hits on the Training mode, *before* entering the all-range mode arena.
Proof: Pause the game as you pass through the final ring and take a photo.
Helpful tips: **N64**/8's free poster, or the DGG+ on issue 13.

challenge G — Quake II






What you must do: Beat 1'10" on Twists.
Proof: A photo of the stats screen, please, which pops up as soon as you finish the level.
Helpful tips: All manner of tips are to be found in **N64**/33.

challenge H — Wave Race 64




What you must do: Beat a score of 66,000 on Stunt Mode at Dolphin Park.
Proof: A photo of the stats screen, showing your score.
Helpful tips: **N64**/2's your man, along with the torrent of tips featured in the DGG+ stuck to the front of issue 14.

challenge I — Ridge Racer 64




What you must do: Beat a race time of 1'10" on Ridge Racer Novice.
Proof: A photo of the records screen.
Helpful tips: Mark demonstrated the perfect Ridge Racer Novice lap in **N64**/41. Get to it!

challenge J — Mario Kart 64




What you must do: Beat a time of 2'20" (PAL) or 2'09" (NTSC) on Bowser's Castle.
Proof: A picture of the records screen, showing your time.
Helpful tips: Try the unnervingly helpful review in issue 4, the tips in issue 5, or the DGG+ attached to issue 13.

challenge K — Zelda: Majora's Mask



What you must do: Win the Fierce Deity's mask – by collecting all the other masks, then finishing the game.
Proof: An in-game photo, showing Link in Fierce Deity form (you'll need to be in a boss arena).
Helpful tips: A handy book on **N64**/50, and tips in issue 52.

challenge L — GoldenEye 007



What you must do: Survive the Cradle on 00 Agent difficulty for 15 minutes.
Proof: A photo of the Mission Complete screen, clearly showing your time.
Helpful tips: Tips in **N64**/10, plus the DGG+ from issue 12.

challenge M — Perfect Dark



What you must do: Unlock all the cheats. That's a grand total of 43 cheats for you to collect…
Proof: Photographs of all the cheat menus – six in all.
Helpful tips: Tips in issues 44, 45 and 46, and the book that came bundled with issue 46.

challenge N — Banjo-Tooie



What you must do: Collect all 90 jiggies.
Proof: A photo of the information contained in the game's pause screen.
Helpful tips: Everything you need to know is wrapped up in the book given away free with issue 55.

challenge O — Tony Hawk's Skateboarding




What you must do: Unlock Officer Dick by collecting all thirty tapes and winning every medal.
Proof: A photo of *Tony*'s Character Select screen with Dick clearly visible.
Helpful tips: Alan fashioned a full guide in **N64**/42.

challenge P — Mario Tennis

What you must do: Complete the horrifyingly difficult Planet Cup with all 16 characters.
Proof: A photo of the Player Select screen showing the CPU difficulty as 'Intense' (unlocked after doing the challenge.)
Helpful tips: Check out Dr Kitts' DGG+, as seen on issue 48.

challenge Q — The World is Not Enough



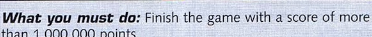
What you must do: Finish the game on 00 Agent difficulty.
Proof: A photo of the multiplayer select screen, clearly showing 'Golden Gun Mode' (which is unlocked when you complete *TWINE* on 00 Agent).
Helpful tips: Tips in issue 50, plus the DGG+ with issue 52.

challenge R — WWF No Mercy




What you must do: Defeat at least 100 opponents in Survival mode.
Proof: A photo of the final stats screen, showing your wins.
Helpful tips: A splendid tips guide in issue 50, and the DGG+ taped to the cover of **N64**/52.

challenge S — Super Smash Bros




What you must do: Finish the game with a score of more than 1,000,000 points.
Proof: A photo of the Character Select screen – hold the glove over your character to display the high score.
Helpful tips: Issue 37's guide lays bare the scoring system.

challenge T — Excitebike 64



What you must do: Unlock *Excite-3D* – which is done by winning the final Challenge Pro championship.
Proof: A photo of the Special Tracks Select screen.
Helpful tips: Stuck to the front of issue 57 was a DGG+ overflowing with *Excitebike 64* tippery.

NGC's ultimate buying guide

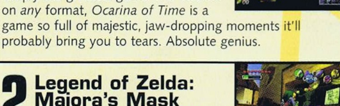
DIRECTORY

Locklessly scour the high streets no more with our corking games catalogue

NGC TOP 10 ACTION ADVENTURE GAMES

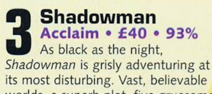
1 Legend of Zelda: Ocarina of Time
Nintendo • £50 • 98%
Simply the greatest game ever created on *any* format, *Ocarina of Time* is a game so full of majestic, jaw-dropping moments it'll probably bring you to tears. Absolute genius.

2 Legend of Zelda: Majora's Mask
Nintendo • £50 • 96%
Another supreme example of Nintendo at their greatest, *Majora's Mask* is rich and inventive with enough intricate puzzles and heart-rending moments to blow your brain clean open.

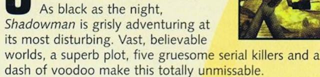


3 Shadowman
Acclaim • £40 • 93%
As black as the night, *Shadowman* is grisly adventuring at its most disturbing. Vast, believable worlds, a superb plot, five gruesome serial killers and a dash of voodoo make this totally unmissable.

4 Body Harvest
Infogrames • £20 • 91%
Crap-looking but ultra-playable shooter.



5 Resident Evil 2
Virgin • £40 • 90%
Super-scary, if short-lived, zombie finery.



6 Duke Nukem: Zero Hour
Infogrames • £40 • 90%
Violent, enjoyable third-person blasting.

7 Star Wars: Rogue Squadron
Nintendo • £40 • 85%
Tremendously good space combat fun.

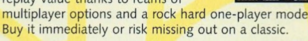
8 Operation Winback
Virgin • £40 • 83%
Looks ropey, but this is top stealth action.

9 Hybrid Heaven
Konami • £40 • 83%
Niggly sci-fi RPG with ingenious battle system.

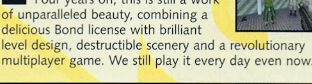
10 Star Wars: Battle for Naboo
THQ • £40 • 78%
Not perfect, but a tasty space shooter.

NGC TOP 10 SHOOT-'EM-UPS

1 Perfect Dark
Rare • £50 • 96%
Absolutely stunning *GoldenEye* sequel that offers unprecedented replay value thanks to reams of multiplayer options and a rock hard one-player mode. Buy it immediately or risk missing out on a classic.



2 GoldenEye 007
Rare • £30 • 94%
Four years on, this is still a work of unparalleled beauty, combining a delicious Bond license with brilliant level design, destructible scenery and a revolutionary multiplayer game. We still play it every day even now.



3 Turok
Acclaim • £30 • 91%
Screen-filling dinosaurs, ludicrous levels of bloody violence and some of the most staggering weapons this side of the H-Bomb, *Turok* still looks and plays like the sweeping classic it undoubtedly is.

4 Turok 2
Acclaim • £40 • 95%
Gorgeously playable, if flawed, dino-blaster.

5 Lylat Wars
Nintendo • £30 • 91%
Miyamoto-influenced space shoot-'em-up. Yum.

6 Jet Force Gemini
Rare • £40 • 93%
Ace looks, hectic blasting, guts all over the shop.

7 Quake II
Activision • £40 • 90%
Surprisingly ace multiplayer action. 'Chekkit'.

8 The World is Not Enough
EA • £40 • 88%
Annoying but enjoyably action-packed Bondage.

9 Rainbow Six
Take 2 • £40 • 87%
Short-lived but complex stealth-'em-up. Beaut.

10 Turok: Rage Wars
Acclaim • £40 • 87%
Deathmatch-based blasting that works a treat.

NGC TOP 10 BEAT-'EM-UPS

1 Super Smash Bros
Nintendo • £40 • 90%



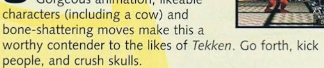
Immaculate, beautifully playable, multi-platformed fighting game with Nintendo characters beating the living daylights out of each other. Nab three mates and it gets even better.

2 WWF No Mercy
THQ • £40 • 92%
The biggest and best rasslin' game ever made, improving on its predecessors by upping the pace, moves, options and violence. You can even scrap it out in the dressing rooms.

3 Fighters Destiny
Infogrames • £40 • 86%
Gorgeous animation, likeable characters (including a cow) and bone-shattering moves make this a worthy contender to the likes of *Tekken*. Go forth, kick people, and crush skulls.

4 WWF Wrestlemania 2000
THQ • £40 • 90%
Playable, comprehensive, fat-man fighting.

5 WWF Attitude
Acclaim • £40 • 88%
Hi-res, combo-led ring sting. Get amongst it.



6 Mortal Kombat 4
Infogrames • £40 • 84%
Rip off someone's leg and beat 'em to death with it.

7 Xena: Warrior Princess
Titus • £40 • 81%
Surprisingly good four-player prang-'em-up.

8 Rakuga Kids
Konami • £40 • 80%
Weird but great 2D graffiti beat-'em-up.

9 Bio Freaks
Infogrames • £40 • 76%
Gorgeous and bloody, if a little shallow.

10 WCW/NWO Revenge
THQ • £40 • £75%
Shuffling, slow fighters, plenty of moves.

NGC TOP 10 PLATFORM GAMES

1 Super Mario 64
Nintendo • £30 • 96%



The sort of game that'll have you thanking your Mum she gave birth to you: a vast, magnificent spectacle, refined down to the most intricate detail, *Mario 64* is *still* breathtaking.

2 Donkey Kong 64
Rare • £60 (with Expansion Pak) • 93%



It's *Banjo-Kazooie+*, but who cares? An absolutely awesome platformer, combining massive exploration with eye-frazzling visuals and some likeable, if frightening, characters.

3 Rocket: Robot on Wheels
Ubi Soft • £40 • 88%



The most original, inventive, downright playable platformer you'll encounter in a long, long time, *Rocket* just gets better the more you play it. If you can find a copy, snap it up now.

4 Banjo-Kazooie
Rare • £40 • 92%
Rare's platform mastery strikes again. 'Wick'.

5 Mystical Ninja featuring Goemon
Konami • £40 • 90%
Sprawling, enjoyable, ker-razy adventure.

6 Conker's Bad Fur Day
Rare • £40 • 89%
Swearing, wazzing, platforming. What a combo.

7 Yoshi's Story
Nintendo • £40 • 86%
Not a lot of longevity, but superbly playable.

8 Banjo-Tooie
Rare • £45 • 81%
Old hat, but still huge and fabulously good fun.

9 Mischief Makers
Nintendo • £40 • 90%
Retro-tastic 2D level-hopping brilliance.

10 Glover
Hasbro • £40 • 83%
Sold all of two copies, but this is superbly odd.

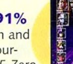
NGC TOP 10 RACING GAMES

1 Mario Kart 64
Nintendo • £40 • 91%



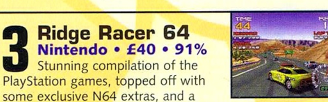
A short-term, frustrating one-player mode sits in alongside simply one of the best multiplayer games *ever made*. If anyone tells you the SNES version is better, hit them hard in the face until they faint.

2 F-Zero X
Nintendo • £40 • 91%



The fastest racer on Earth and one of the most exhilarating four-player games money can buy, *F-Zero X* doesn't look much, but it's Nintendo genius at work once more. Belting.

3 Ridge Racer 64
Nintendo • £40 • 91%



Stunning compilation of the PlayStation games, topped off with some exclusive N64 extras, and a wealth of blistering motors. Worth buying for the time trial mode alone.

4 Diddy Kong Racing
Rare • £40 • 90%
A fantastic adventure-racer, but not quite *MK64*.

5 World Driver Championship
Midway • £40 • 91%
Rock hard but utterly superb. And *so* gorgeous.

6 Top Gear Rally 2
Kemco • £40 • 90%
Brilliant rally game with a random track generator.

7 V-Rally 99
Infogrames • £40 • 90%
Fast, furious, terrific rallying, but bleedin' frustrating.

8 Top Gear Rally
Boss • £40 • 86%
Looks dump, but this is quick, realistic racing action.

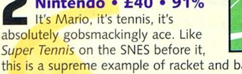
9 Wipeout 64
Psygnosis • £40 • 88%
Hard but rewarding *F-Zero* alternative. Great music.

10 Beetle Adventure Racing
EA • £40 • 81%
Tons of shortcuts make this a decent outside bet.

NGC TOP 10 SPORTS GAMES

1 ISS '98
Konami • £40 • 92%
Everything that makes football so wonderful squeezed into a cartridge smaller than a Predator boot, *ISS '98* is a majestic, nigh-on-flawless recreation of The Beautiful Game.

2 Mario Tennis
Nintendo • £40 • 91%



It's Mario, it's tennis, it's absolutely gobsmackingly ace. Like *Super Tennis* on the SNES before it, this is a supreme example of racket and ball that you simply cannot afford to go without.

3 Wave Race 64
Nintendo • £40 • 90%
It might be as old as the hills, but still nothing has managed to replicate the feeling of pelting across water at skin-melting speeds as well as *Wave Race*. An absolute joy, this still looks tip top too.

4 1080° Snowboarding
Nintendo • £40 • 89%
Takes a while to get into, but this is champion.

5 Mario Golf
Nintendo • £40 • 90%
Don't like golf? You will now – thwack!

6 Excitebike 64
Nintendo • £45 • 90%
Delicious handling, top tracks, plus a heap of extras.

7 F1 World Grand Prix
Nintendo • £40 • 93%
Astonishingly realistic and visually stunning.

8 Tony Hawk's Skateboarding
Activision • £40 • 86%
Remarkably playable bumpin' and grindin'.

9 International Track & Field 2000
Konami • £40 • 86%
Impressive update of classic button-basher.

10 Michael Owen's WLS 2000
THQ • £40 • 84%
Silky smooth, goal-drenched football game.

NGC TOP 5 MISCELLANEOUS GAMES



1 Pilotwings 64
Nin. • £30 • 89%
Wonderfuly innovative flight sim. Remarkable for two reasons: you dictate want you want to do and where, and it's even better now than before.



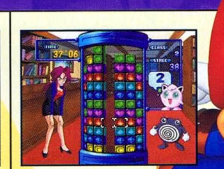
2 Pokémon Stadium
Nin. • £50 • 90%
Battle your GB Pokémon in ace 3D. Infinite replayability, plus minigames aplenty makes this a multiplayer master.



3 Paper Mario
Nin. • £40 • 90%
A 'true' RPG – despite appearances – *Paper Mario* is relatively simple but huge and amusing, and as inventive and engrossing as any Big N game.



4 Blast Corps
Rare • £30 • 88%
Startlingly original and thoroughly enjoyable, everyone forgot about Rare's first N64 game. Our advice? Get yourself reacquainted.



5 Pokémon Puzzle League
Nin. • £40 • 89%
Top notch tile-matching Poképuzzler.



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STAR LETTER NGC



'CLEARING FORESTS'

After reading an article in The Guardian's G2 supplement detailing the killing of the great apes in Africa, I was shocked to find that one of the organisations responsible for the destruction of the animal's natural habitat, was a French mining company clearing forests to find a certain mineral used to make chipboards for – yeah, you guessed it – PlayStation 2's! Sony ruining the world, eh? Now there's a thought.
Gabriel Harry, Hereford

Good spot, that. We actually read about this a couple of months back and came up with an elaborate plan where, in an experiment in the style of the movie Monkey Shines, the apes were taught key moves from Tekken Tag – and whenever a piece of their habitat was destroyed they got to practice those moves on highly paid Sony executives. Then we realised the same mineral is used in Gamecube. **Ed**



On the bus? Simple! Doing the shopping at Asda? Not a problem! Having a crud? Er, well, yes. Point is, we've now gone fully mobile with the brand new NGC text messaging service! All you've got to do is stick in a quick message and ring it through to our phone, sitting handily next to Greener's collection of Anne Robinson memorabilia. Txt us on: 07764 175921



'RUDDY THINGS'

I recently bought *Shadowman* and used a Gamester controller pak to save my game. What a mistake *that* was. I'd just received the Gad Nager when the pak decided to lose all my data. I was distraught, but realised an official Nintendo pak might be the answer. However, when I got myself down to Woolies (the only outlet in town), I discovered the ruddy things were an incredible £34.99! How can they possibly be so expensive?
Luke Ostler, Newport

Well, considering that they were retailing for 15 quid over four years ago, we can only assume Woolies is short of a bob or two. The problem is, most of the major retailers have cut back on their N64 peripherals – and Nintendo have virtually stopped manufacturing them – so the few that are left are priced higher because they're going to be more sought after. That said, 35 notes does seem especially ludicrous (not to say, unscrupulous). Are you sure it wasn't packaged with something – like a Mercedes Benz or Windsor Castle? **Ed**

'BLOW PEOPLE APART'

I was playing *Perfect Dark* the other day, mowing down simulants like John Rambo, when I accidentally flicked to the music channels on satellite TV... which got me thinking. Wouldn't it

'MYSTERIOUS'

On the way back from a family holiday in the Lake District, I was looking out of the window of the car when a van drove past, with 'Appleton World of Signs' written on its side. I turned away, not particularly interested, then realised what I'd seen! Among other pictures in some sort of collage arrangement, I could make out the *Super Mario 64* logo. Also, hidden away behind the word 'Appleton' was a picture of Mario in a kart – from *Mario Kart 64*! Who the heck is 'Appleton World of Signs'? And why the heck is Mario promoting them? Nintendo should investigate this further and find out who this mysterious organisation is...
Paul Weedon, Exeter

We tried looking for 'Appleton World of Signs' but, according to directory enquiries and the wonderful world of the interweb, they don't seem to exist. What an enigma. Can anyone shed any light on the subject? **Ed**

The Appleton World of Signs truck. On the A92. The A92 in our office.

be brilliant if *Perfect Dark 2* allowed you to blow people apart to the sound of Linkin Park, Busta Rhymes, Slipknot, Limp Bizkit and Kid Rock?
André Harrison, London

Brilliant. If, by brilliant, you mean unspeakably awful. **Ed**

'STUPID'

I picked up *Diddy Kong Racing* for a tenner in EB the other day, played through it, and came away feeling genuine hatred towards that stupid elephant, Taj. What the hell was Rare thinking of?
Simon Clandon, Colchester



A bit like trains, eh? You wait ages for someone else to hate Taj with a passion, and then two come along at once. Tsch.

'STUPID' (REPRISE)

I recently played through *DKR* again and it reminded me of how ugly and stupid Taj looks.
Alex McIver, Edinburgh

So, it's fair to say Taj wasn't the most popular Rare character, then? **Ed**

'TINY PROBLEM'

Okay, so while I congratulate Nintendo for making another fantastic handheld, I do have one tiny problem with the Game Boy Advance: why doesn't the screen light up in the dark, a bit like a TV? Is this a scam to make us pay out another tenner for a light when we've already emptied our pockets to pay for the console? Or is there a genuine reason for its exclusion?
Chris Wheeler, Crewe

Good question. Even the Game Gear was back-lit. To be honest, while we acknowledge it as a brilliant piece of kit, the GBA does have distinct problems if you happen to be in a well-lit room, or playing a really dark game. The upside, though, is that with no back

We love it to bits, we really do, but couldn't Nintendo have made it a bit easier to see the screen when it's light?

CORRECTION CORNER

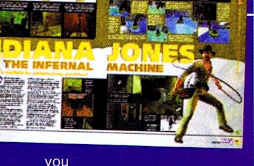
In the free Game Boy Advance book that came with issue 58, you said that the Sly Joker was called the Dirty Joker in *F-Zero Maximum Velocity*, while you reckoned the Wind Walker's name had been replaced with the name Crazy Horse. So who put the Japanese names in there, then?
Joseph Timms, East Kilbride

Chigaimasu Taki wa asoko desu. **Ed**

In issue 49, in his review of *No Mercy*, Alan went and said in the Info Burst that the game was compatible with the Transfer Pak. Was this one of his 'deliberate' mistakes?
Liam Ryder, Gloucester

Yeah, deliberate, that's right. (Uncomfortable silence.) **Ed**

What are you doing? In issue 57 on page 64, you said that you reviewed *Indiana Jones and the Infernal Machine* in issue 40, when you actually reviewed it in issue 55. Geraint, is it?
Hugh Evans, Surrey


INDIANA JONES AND THE INFERNAL MACHINE

Naturally. **Ed**

In issue 58, in reply to Andrew McGrae's letter, you mentioned 'Monarch Godora' in relation to *Starfox Adventures* when, as we all know, it's 'Monarch Dodora'. You were wrong again.
Robert Cutler, Droitwich

Actually, no. It's just it's changed for Starfox Adventures. (Boy, did he fall for that one.) **Ed**

BONUS LETTERS

Maybe I should have written on the proforma below.
Daryl Parkinson, County Durham

Or even the form. Ed

Bargain, my arse.
Rob Aarosin, Yorkshire

Tsch. You northerners. Ed

I fear the end is nigh.
Mark Turner, Fleetwood

It took long enough. Ed

Nintendo claims another victim.
Nathan Cass, Farnborough

Their lawyers been in contact, then? Ed

I am NOT crazy.
Johnny Chiodini, Bedford

OKAY. Ed

Because, as Toad would say, "I'm the best!"
Adam Bate, St Austell

"Waaaaaaah!" Ed

Your job would be to save someone's personal item. Like Mark's false teeth.
David Spencer, St Albans

... Ed

Did you notice this was posted in Italy? Don't worry – I still live in crazy Norway.
Eskil Vestre, Norway

Phew. Ed

What the man said rather shocked me.
Kane Szablewski, Leamington Spa

Was he trying to pronounce your name? Ed

Well, that's it for now. I'm playing one-handed.
Henry Bailey, Wiltshire

Ahem. Ed

I preferred Jif.
Andrew McCaskill, Lancing

Interesting thought. Ed

Us squirrels just can't keep still.
'Drunken Squirrel', Southampton

Indeed. Ed

GRINTENDO

Win a game of your choice. All you have to do is tell us a Nintendo-related joke – and make us laugh. This month: **Stefan Mattingham of Harrow**



Tim reads out this month's attempt at hilarity.

How do you get Pikachu onto a bus?



The team give it some thought. Especially Greener – who looks flummoxed.

No one knows. So, Tim delivers the punchline.

You **pokémon!**

The joke doesn't go down too well. Steve takes it personally.



UNSUCCESSFUL

HEARD IT BEFORE AND IT WASN'T FUNNY THE FIRST TIME.

Got a great Nintendo-related joke? Then write to us at Grintendo, Mailbox, **NGC** Magazine, 30 Monmouth Street, Bath, BA1 2BW or alternatively e-mail ngc@futurenet.co.uk putting **Grintendo** in the subject line.

'BUFFED UP'

What about this, then? Could Nintendo use one of the slots on the bottom of the Gamecube for some sort of expansion port to run N64 games? That would get a few more punters over faster as there would already be a library of hundreds of available titles. Imagine if the power of GC buffed up the graphics a bit too – *GoldenEye* on Gamecube really would be spectacular!
Hugh Cox, Argyll

Funnily enough, this was one of the ideas we discussed in the **NGC** *office this month, as our all-new Gamecube Lab on page 86 deals with the question of what the slots will do on GC. But, in the end, we just couldn't see what the point of backwards compatibility would be. It gives you a ready-made library of games, yes, but how many N64 games would you honestly see yourself playing once Gamecube games are readily available here? We've seen a similar situation on PS2 and, on the evidence of who plays what in the offices of the other magazines sharing* **NGC***'s airspace, we're not seeing a lot of PSone games being enjoyed. It could be down to the fact that there aren't any, but it's more likely that no one really wants to play old games now there's a new console in town.* **Ed**

We know where the modem fits. But what about an N64 unit...?

SO TELL ME THIS

1. Will Gamecube be packaged up with a game, like N64 and Mario 64?
2. Any news on the actual UK Gamecube date?
Mark Walker, Liverpool

1. No, if the Japan launch is anything to go by. However, Nintendo UK may well decide to stick *Luigi's Mansion* or *Wave Race* in with the Gamecube – but that'll hoist the price up, of course.
2. Not at the time of writing. March is still the due date.

1. What's the difference between *Pokémon Gold/Silver* and *Pokémon Crystal*?
2. Don't suppose there's any chance we might see *Championship Manager* on Gamecube...?
'Freddy' Starr, Manchester

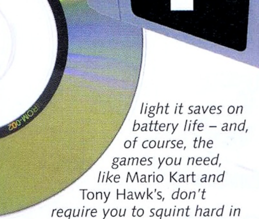
1. Not a lot, to be honest. You can play as a girl, the secret of Unown is finally revealed, the plot is ever so slightly different and there's a few new trainers in it. That's it, though. See page 50 for our import review.
2. Apparently Sports Interactive is working on a console version, so possibly. But don't hold your breath.

1. How much will the Panasonic Gamecube cost?
2. What sort of peripherals will there be for it?
3. Is there going to be a new *Mario Kart* game?
4. Why do you rate the *Zelda* games so highly? They're really depressing after a while.
Stuart Doores, Leicester

1. ¥39,000, which is about £225.
2. None, as far as we're aware. Apart, perhaps, from a remote control.
3. Oooooh, yes. Don't expect it anytime soon, mind.
4. Tsch.

1. If Luigi is in *Smash Bros Melee*, will his ghost-sucking hoover be a special move?
2. In *Starfox Adventures*, will there be missions featuring the Land Master and Blue Marine?
3. Why don't you put a video on the cover with all the Gamecube footage on it?
Rob, Leeds

1. We don't *think* so, but that would be a natty little tie-in, wouldn't it?
2. Very doubtful at the moment. It'll definitely include the Arwing, but the secondary vehicles are made up of jet bikes and hover packs.
3. No sooner said than done.



light it saves on battery life – and, of course, the games you need, like Mario Kart and Tony Hawk's, don't require you to squint hard in order to play. **Ed**

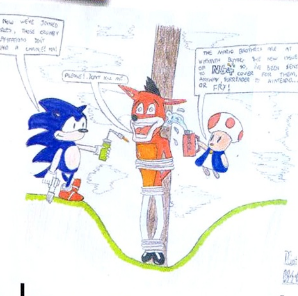
'MY HEALTH'

Your so-called Gamecube Clinic in issue 58 did exactly the opposite, damaging my health beyond repair. £50 a game! What is Nintendo thinking? How do they propose people afford £300 for a machine and two games at launch? I thought with these new-fangled discs, they would chop the prices of games in half, not return to the dim, dark days of the N64.
Chris, Northern Ireland



The beeeeeyootiful Rogue Leader. Too expensive at 50 quid? You're havin' a laugh, right?

The initial outlay for any new console is an expensive business and Gamecube is no different. But, it's also worth remembering that not only is it 100 quid cheaper than Xbox and PlayStation 2 (you'd be looking at 400 quid for those two), games are unlikely to maintain that £50 price tag beyond autumn next year. Christmas 2002 is going to be a crucial period for Nintendo in the great console battleground – you can guarantee it won't be pricing itself out of the market this time round. **Ed**



'LIKE IT'

Here's a little picture I've drawn. Hope you like it.
Ryan Scott, Grimsby

Ah, yes, that's just lovely. There's nothing like a nice bit of gut-wrenching torture to pass the time. I especially like the way Sonic appears to be holding a gun and a blowtorch and Toad is dousing Crash with petrol – and yet Crash still looks ecstatically happy. We asked Big Brother psychologist Peter Collett (see page 94) about this. He cried. **Ed**



No more Chronic the Hedgehog jokes no that Sega's spiky-haired mascot is heading to Gamecube.

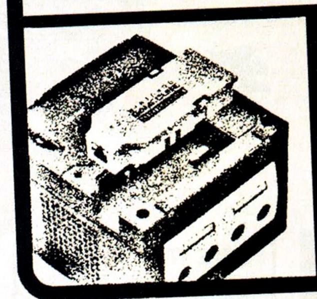
What's the chances of a Sonic the Hedgehog game on Gamecube?
Steve Hartree, Taunton

Excellent, as luck would have it. Greener's just got back from Spaceworld in the extremely warm Tokyo, and – as you'll have seen from our Future Look on page 8 – *Sonic Adventure 2* is very much confirmed for da Cube. Rejoice, we would.

1. Any chance Nintendo might do an online game for Gamecube?
2. Is Gamecube going to come out in colours other than purple?
Michael Newton, Welwyn Garden City

1. Not in the near (and probably, far) future. Shigeru Miyamoto has admitted an interest in online games but, unlike, for example, Microsoft, which has jumped on the bandwagon without really giving it much thought, Nintendo won't get interested in the internet until broadband becomes more widely available.
2. Ooooooh yeah. Unveiled at Spaceworld were new black and orange versions of Gamecube. Black, particularly, is a stunner.

GAMECUBE LAB



How does Gamecube work? We'll examine a new piece of the miracle machine in every issue. This month...

THE PORTS

Flip Gamecube on its lid and you'll spy three compartments in the base – Serial Port 1, Serial Port 2, and a Hi-Speed Port. Like the Expansion Port on the base of the N64, they're all designed to have add-on peripherals plugged into them, some of which have been announced, some not. We've got the details...

HI-SPEED PORT

HI-SPEED ADD-ONS

Nintendo isn't interested in turning its console into a PC, so don't expect printers, hard drives or CD-ROMs. Instead, try...

EXPANSION PAK

A leaked technical document reveals that GC's memory is expandable to double or even triple its standard size, helping it store more data from a game disc and, as a result, shorten loading times.

Likely? ATI's Greg Buchner, who designed GC's graphics chip, thinks not. "Gamecube has a huge 40Mb of memory," he says. "And load times are near non-existent as it is. The N64 Expansion Pak made an obvious difference – a Gamecube one wouldn't."

SAMPLER

A little far-fetched, but if a GC edition of Music ever sees the light of day, such a device would enable you to use your own samples in tunes.

Likely? Funnily enough, Nintendo has Game Boy Music, its own tune-composing title, planned for GBA. Which might mean a GC version is in the works. Which might also mean we'll see a plug-in GC sampler in the future. Maybe.

MOVIE/MUSIC ADAPTOR

If Nintendo's predictions are right, and music and movies become available on three-inch media the same size as Gamecube discs, how about an adaptor that lets you play them on your GC?

Likely? Ish. With DVDs only recently becoming 'big biz', your common-or-garden five-inch discs are likely to be around for a few years to come. But if Gamecube really takes off, perhaps it'll accelerate public demand for teensy discs.

PORT

Like all ports, the Hi-Speed Port is simply a collection of tiny wires. You can only see one end of them poking out of the GC's base – but deep inside the machine, they twist and burrow their way directly into Gamecube's central chip. So, any peripheral that's plugged into the port can communicate directly with Gamecube's 'brain'.

SERIAL?

Again, the serial port is simply a bundle of wires that can send signals back and forth between Gamecube's core and an external add-on. But serial ports are eight times slower than hi-speed (parallel) connections.

SERIAL PORT 1

MODEM MOUTH-OFF

We chatted with Mr Wajima, chief technical director at Conexant, the folk behind Gamecube's modem.

DID YOU ENCOUNTER ANY PROBLEMS WITH THE GAMECUBE MODEM?

"It wasn't difficult to put together, no, but there were some problems, particularly with regard to latency. (*The process of sending game data down phone lines – Lab Technician.*) Thanks to our previous experience making modems for PlayStation2 and Dreamcast, though, we managed to make Gamecube's adaptor communicate very quickly. The games are now running extremely quickly and very smoothly, so we're happy."

WHEN DID NINTENDO FIRST APPROACH YOU?

"I would say about a year and a half ago. We're now in the process of finishing off the modem adaptor."

WHAT WOULD YOU SAY ARE NINTENDO'S ONLINE PLANS?

"Nintendo won't set up its own network because Nintendo people don't want to play games against strangers. It's likely to use the modem to create personal networks where small groups of friends and neighbours can communicate. It might even use wireless technology."

LEAD TIME

If peripherals such as the modem slot into the Gamecube's bottom, how do you plug the telephone lead in? Easy. Add-ons – such as the modem here – are designed so that the connectors poke out the side of the machine.

HI-SPEED?

The Hi-Speed port is a parallel port – which means, as the 'Hi-Speed' part suggests, it's much faster than the two serial ports. This allows tons of data to be passed between Gamecube and whatever add-on is plugged into it.

SNUG FIT

No more using spoon handles to prise Jumper Paks out of their slots. Simply lift the lid on any of the three ports and push the add-on into the gap. You don't even need to replace the lid, as every peripheral – such as the modem here – neatly fills the gap.

HI SPEED PORT

SERIAL PORT 1

SERIAL PORT 2

THE MODEMS

Both due for release around March 2002 in Japan at an unspecified price, the **V90 Modem** and the **Broadband Modem** slot into Serial Port 1 and allow Gamecube to go online (see top right). The V90 version can be plugged into any ordinary telephone line, but for Broadband – which is much faster – you'll need to have a word with your telephone company or local cable TV firm about hooking your home up to the special high-speed broadband phone network.

ONLINE FUTURE

"We plan to release our own online software when we confirm profitability in network games," says Ninty. What are the options?

HIGH-SCORE SERVER

Gamecube games would be able to upload your best times and scores directly to an online Nintendo high-score league. Many Dreamcast games can do this already.

ONLINE PLAY



The ability to play 'live' against other Gamecube owners anywhere in the world. Phantasy Star Online will use Sega's existing internet portal – but if Nintendo sets up its own, don't expect hundreds of Gamecube owners logging into a single game. "Nintendo is all about two, three and four-player," says Mr Wajima. "So you're more likely to see, say, Mario Kart with just four racers scattered across the globe."

COMMUNITY

A Nintendo-controlled collection of online chatrooms, games guides, previews and reviews, accessible through Gamecube. No access to the internet as a whole, but you'd be able to send email anywhere.

SERIAL PORT 2

Ah, the mysterious Serial Port 2, tiny compared to its big serial brother. Is it simply a case of 'future-proofing' – there in case a new add-on is released after everyone's primary Serial Ports are stuffed full of modem?

POSSIBLE USE



Link Cable Two or more GCs 'daisychained' so you can each have your own TV for multiplayer Perfect Dark Zero – or maybe two Gamecubes linked for eight-player fun.
Likely? Maybe, but Gamecube's got four joypad ports for a reason – Nintendo believes, quite rightly, that four-player split-screen gaming is as good as it gets. And no Ninty console has ever linked up. But Serial Port 2 does seem just the right size...



Q WHAT GAME WOULD YOU MOST LIKE TO PLAY ON GAMECUBE?

IDEAS FACTORY

RIDGE RACER ULTRA DELUXE

By Tim Weaver

Here's the 'skinny'...
Like the previous *Ridge Racer* games, *Ultra Deluxe* would be all about the handling. The D-stick would be used for general direction, plus you could accelerate by pushing forward on it, while pulling back would slam on the brakes. This, though, is the clever bit: the C-stick would actually lock the tyres rather than just brake, so if you wanted to pull off a 360° turn, you'd literally turn into the corner and then rotate the C-stick all the way around.

It would be great because...
There'd be five Gamecube-specific courses and 40 cars, but also a track creator, allowing you to build full 3D tracks in the same way *Timesplitters* on the PS2 allowed you to build 3D levels. Plus, there'd be a garage, where you could build the ultimate car from the ground up.

LYLAT WARS 2
RETURN OF ANDROSS

By Mark 'Greener' Green

Here's the 'skinny'...
Much like the first game, it would be a relatively linear journey through a star system full of planets – but because it was on rails, the scenery would look even better than *Rogue Leader*. I'd want to see spectacular dogfights with hundreds of ships screaming around you, glistening ice planets, proper explosions and all that.

It would be great because...
Like *Rogue Leader*, you'd actually be able to command your wingmen. Perhaps you could order Falco to help you with a particularly pesky enemy ship, or order Slippy to pilot his craft into the side of a mountain. I think a replay mode would go down quite nicely, too: the opportunity to see those stunning mid-space battles again from any angle would be tops!



Close your eyes and imagine just how beautiful Gamecube Starfox could be.

ELITE: UNIVERSE

By Steve Jalim

Here's the 'skinny'...
Staying with the spirit of the previous *Elite* games, you choose to be a trader, pirate, bounty-hunter or whatever, but the clincher for me – aside from lovely next-gen space-travel visuals – would be an option to link up (or dial up) to other players, too. Imagine hounding your mate from one side of the galaxy to the other, trying to stop him from completing his mission for the Imperial forces. Or maybe you could join him...



Elite II *looked smart back in its day. Just think what GC could do for it.*

It would be great because...
It could have a *Phantasy Star Online*-style 'universe server', where other gamers keep fighting, trading, living, dying even while you are offline. It could be set up so that coming offline would involve you putting your character into stasis (leaving your ship floating through space on autopilot).

STAR WARS
PATH OF THE JEDI

By Alan Maddrell

Here's the 'skinny'...
I imagine a sort of third-person view from behind the character and a little above. The main (possibly only) weapon you'd wield would be a lightsabre, which you could use to deflect blaster bolts, slice people up real nice and so on. Later, as you gain more proficiency in the Force, you could develop Episode I-style acrobatic skills. Additionally, you'd be able to choose whether to follow the light or the dark path – your abilities and the storyline would depend on this.

It would be great because...
You could create your own character, a little like *Kengo* on PS2, where you choose which training regimes to put your character through, only you could design his appearance, abilities and characteristics – a bit like an RPG.

GUNSTAR HEROES 2

By Geraint Evans

Here's the 'skinny'...
It would be a bit like *Contra* or *Probotector*, but with totally bonkers, multi-coloured 3D graphics and two players battling co-operatively across huge levels, blasting relentless hordes of incoming enemies with walrus-sized weapons vomiting streams of fit-inducing strobed lasers.

It would be great because...
Special features will improve on the original's weapons combos, allowing you to combine power-ups to create totally unique weapons. You could even download power-ups to GBA and create your arsenal away from your GC.


Take this frenzied Gunstar action and multiply it by 10,000. Then do it again.



NOW IT'S YOUR CHANCE!

What would be YOUR dream Gamecube game? Write in and let us know what it would be called and why it'd be great – we'll stick the best ones in next month's Readers' Forum. E-mail us at ngc@futurenet.co.uk now or, alternatively, get to us with snail mail at: Ideas Factory, **NGC**, *30 Monmouth Street, Bath, BA1 2BW.*

LAST MONTH IN LETTERS WE ASKED YOU...

Q Gamecube and the internet: how could developers use it – and would it require peripherals?



Work out a transfer via GBA on the bus, then try out your new signing on GC...

BUILD BOY

What about if Nintendo introduced an 'Editor cartridge' for *Mario Kart* on Gamecube? This would be a Game Boy Advance cart that allows you to build 3D levels on your GBA and then download them back onto the Gamecube. Nintendo could kick things off with *Mario Kart*, and then others could follow: it would be amazing if you could create new deathmatch levels for *Perfect Dark 2* or *Turok Evolution* while riding the bus into work in the morning. Konami could even use the concept with *ISS*, where you could play the football part on the Gamecube, and work your way through the RPG on GBA, combining the two via the link lead when you got home in the evening. In fact, this could even go a stage further: what about if Konami set up some kind of server where you could dabble in the transfer market using the WAP function on your mobile phone, then download those stats into your Game Boy Advance, where you could sort out contracts and bonuses while you're on the move. Once home, you could transfer all that info onto GC then finish off contract negotiations and get the player you've bought in for training to meet the other players, tour the facilities, etc. It would be ace.
Tom Lyall, Winchester

RE-RE-WIND

Your ideas in Letters last month about having a server where you could upload/download *Mario Kart* ghosts got me thinking. What if you could go a stage further and actually have entire *Mario Kart* replays on the server? You could then download the player's entire race, and be able to see how they notched up their times, making note of shortcuts and tactics they employ.
David Visser, Manchester

Music Generator 2 – *take it a step further and you could play with the tunes in your favourite GC games!*



CHAT GOT YOUR TONGUE

What about if Nintendo used their servers to create chat rooms, one for each of their forthcoming games? GC owners could go on and chat amongst themselves about what they'd like to see in the games and what sort of features those games should include, and then, occasionally, one of the people working on the games could go into the chat room and tell everyone how development was coming along – maybe they could even answer some questions. It would be fantastic if Shigsy turned up to speak about *Zelda* or *Mario* on Gamecube.
Neil Bryant, e-mail

MAKING TRACKS

What about if someone came up with some sort of MP3 creator – maybe Codemasters could include it as an extra feature in a conversion of the PS2 game, *MTV Music Generator 2*? You could download in-game music from, say, *Zelda* or *Perfect Dark* onto an SD card and then the music software would allow you to fiddle with it, adding intros and outros if needed, before turning it into an MP3. Maybe Nintendo could even set up some kind of competition on their website where you could post your MP3 and then the best musically reworked version of the *Ocarina of Time* theme music wins a prize. Shigsy himself could judge it!
Stuart Hodgkiss, e-mail

LINESPLITTERS

In Letters last month, you suggested it would be good if Nintendo allowed you to upload/download *Mario Kart* ghosts via a server. I agree – that would be great. But, what about if *Mario Kart* allowed you to not only play online, but also make use of Nintendo's best peripheral yet: the all-new, all-made-up Gamecube Signal Splitter!

Here's how it works: you only need one Gamecube, but you'll need two televisions. Get yourself online, choose a game, then plug in the Signal Splitter – it attaches to both TVs via SCART, but it gives you views of different parts of the game for the different TVs. For example, in *Mario Kart*, you could have the normal view on one TV and then a rear view on the other, allowing you to see in all directions. Or, in *Perfect Dark 2*, you could have the action on one TV and an inventory on the other. It would mean all the info you need is there already and, best of all, you'd never ever have to pause the action! Winner!
Stephen Oglivy, London

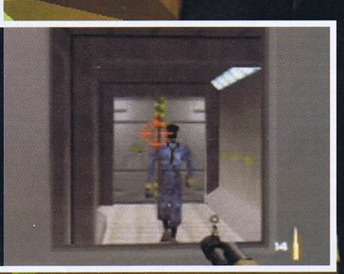


Downloading better players' MK replays would let you pick up their top tactics.

Every month, we'll be revisiting classic N64 games with the people who made them. This month, the secretive geniuses at Rare reveal the inside story behind their stunning Bond blaster.

GENTLY DOES IT

GoldenEye perfected, if not invented, a new way of playing first-person shooters – 'stealthing'. By handing you specific mission objectives rather than asking you to pump bullets into everything in sight, and requiring you to creep around to avoid detection – shooting out security cameras and popping guards in the back of the skull – Rare created a uniquely tense and involving take on the traditional shooter. "It portrayed the odds against one man in a slightly more realistic manner," they explain. "Players who wanted to approach games in a stealthy way were given a proper outlet for the first time."



THE MAKING OF... GOLDENE



In rooms crowded with computers and furniture, it was possible to create chain reactions of gorgeous explosions.



A truly gigantic bit of scenery. And it moved, too.



The initial idea for *GoldenEye* came from Nintendo themselves. After being awarded the license to create a videogame version of the upcoming Bond flick, they told Rare what they wanted – a SNES platformer in the style of *Donkey Kong Country*.

Thankfully, Rare's project leader refused, telling Nintendo he'd prefer to work on the new, cutting-edge N64. *GoldenEye 007* as a fully 3D, fully first-person blaster was born – but it'd be some time before the game's team of nine programmers, all first-time game coders, settled on the mix of stealth, shooting and secrets that'd go on to sell over eight million copies worldwide.

Birth of Bond

"When we started, we wanted to create a kind of cross between *Virtua Cop* and *Doom*," recalls *GoldenEye*'s designer who, like all Rare employees, prefers to remain anonymous. "But as we also wanted to release the game close to the launch of the N64, we chose to do an on-rails shooter, as it would take us less time. So, we had the camera moving on a preprogrammed path through the level, and you'd use the analogue stick to aim and shoot."

Before long, though, Rare were programming guards to move around of their own accord, and allowing the player to guide 007 anywhere they liked.

"You felt more involved, because

WHY GOLDENEYE WAS A CLASSIC

***Authentic levels**, like the GoldenEye room itself. "Access to the actual film set meant we could photograph the correct textures for the relevant levels. So creating realistic-looking levels was as difficult as pointing a camera at a wall."*

***Intelligent guards**, who'd run away, activate alarms, and hear you from afar. "Sometimes, they seemed to be really thinking for themselves," the team recall. "You'd be playing and they'd catch you out with something really intelligent. You'd think, we didn't program them to do that."*

***Realistic guns**. Most of the weapons were modelled on existing guns, with firing rates and sounds designed to match their real-life counterparts. The only difference were the names. Rare coders count the M16, the grenade launcher and "the big shiny automatic pistols you get off the Archive's KGB guys" as their faves.*

***Destructible scenery**, from exploding barrels to falling monitors. "The physics for this part of the game were really very simple And they were very, very fudged. I'd say fudges were a big part of the game, purely to create a better experience for the player."*

MAGIC MOMENT: THE INTRO

"This took ages to do," recalls a couple of the team. "Everything you see needed tweaking to get the timing right. I'm sure there were times when the animation system went mad for a few hours and you saw randomly flailing arms and legs instead of a walking Bond. We also captured some out-take animations for a laugh, but we never put them in – things like Bond tripping over or doing a funny walk."



YE 007

you actually had the choice of where to go and what to do. It felt more like you were actually there. The on-rails stuff survived for a while – we even talked about having it as an extra mode – but then it quietly slipped away."

> **"We started out doing an on-rails shooter, so the camera had a preprogrammed path..."**

Play the film

Rare's mission was now clear – recreate GoldenEye the film as faithfully as possible, allowing the player to immerse themselves in the movie experience and *be* Bond. That required two things – recognisable movie environments, and realistic James Bond-esque play.

For the former, Rare received a steady supply of design blueprints, photos, and even scripts from the film set, which helped give game locations an unprecedented 'real-life' feel.

"No-one had tried to create ultra-realistic environments before," says the game's designer, "simply because they hadn't had enough reason to. *GoldenEye* was the perfect opportunity, and I'd hate to think of the lengths you'd have to go to repeat the effort if there wasn't a film being made at the time – location trips to St. Petersburg, Cuba, Arecibo, and so on."

Squeezing everything in proved problematic. The gigantic satellite dish of the Cradle, in particular, began life running at a snail's pace, before clever coding (and ditching the level's floor) helped speed it up.

"There were plenty of problems," Rare go on to explain. "But if we'd gone for levels that were easier for us to do, *GoldenEye* may not have been so good. The film environments forced us along certain lines – and ensured we had a decent amount of variation in the levels."

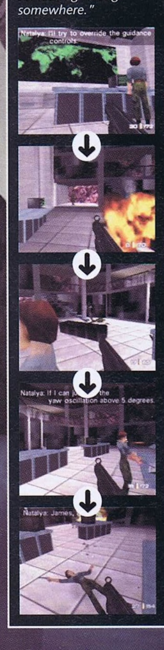
Fun with guns

For the second main *GoldenEye* element – proper Bond-style missions – Rare were careful to pick objectives that played well, but wouldn't conflict with the movie plot or James' way of tackling problems. Stealth played a huge part – but shooting was still key.

"Our first shooting demo was a bit of a laugh," admits the designer. "The effect of a bullet hit was not a million

MAGIC MOMENT: PROTECTING NATALYA

"This is a great set-piece," admits the development team. Great, certainly – but also the trickiest thing in the world. As a fragile Miss Simonova industriously tapped away at a computer keyboard in the middle of the GoldenEye room, intent on averting disaster, your job was to wipe out the scores of guards pouring in from six different doors, every one gunning for the girl at the console. "Why was it so hard? To make it a challenge, naturally. If a game doesn't challenge you then there's something wrong somewhere."



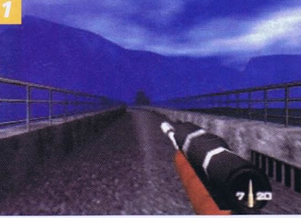
THE AZTEC LEVEL





The secret Aztec stage only became available after beating all 20 main levels on Secret Agent – and was arguably better than every one of them, with beautiful scenery, rock-hard battles, and a terrifying run-in with Jaws. "It was one of the last levels to be done," says the lead programmer. "and I think that explains why it was so good. We really wanted to make sure the bonus levels really were a reward, and the artists and level designers were at the peak of their performance."

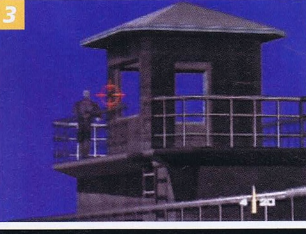
SNIPER SPORTS

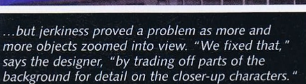


The rifle itself wouldn't have made it into the game without a single pesky artist. "He kept bothering me about it," says the Lead Programmer. "'Do a sniper rifle! Do a sniper rifle!' he'd say. So I did."



The guard towers were placed in the distance to encourage use of the rifle. Creating the zoom effect didn't seem tricky – the camera simply moved forward and the N64 dealt with the rest...





...but jerkiness proved a problem as more and more objects zoomed into view. "We fixed that," says the designer, "by trading off parts of the background for detail on the closer-up characters."



At maximum zoom, the sights bobbed and swayed in a perfect recreation of 'sniper's wobble'. By choosing your moment carefully, you'd have one dead guard far in the distance. Supremely satisfying.

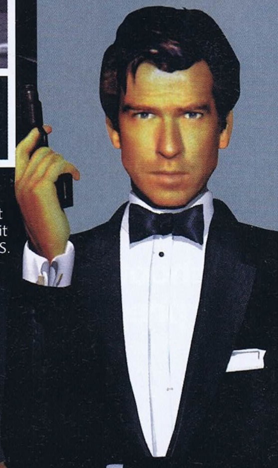






MULTIPLAYER

GoldenEye's split-screen four-player shootout – the first of its kind – was one of the last additions to the game, and very nearly didn't make it in as Rare's final deadline loomed. So how did such a hastily-programmed feature become one of videogaming's greatest multiplayer games? "We just made it," Rare say humbly. "Sparse backgrounds to keep the frame rate up, looping map layouts to maintain the flow, a handful of dead-ends for people to exploit, a few of the main game levels that didn't chug with a few weapons firing, and away you go." As *GoldenEye*'s lead programmer modestly puts it, "It turned out pretty well."



miles away from someone shaking a ketchup bottle onto the inside of the television screen. Following that, we decided to keep the blood low-key – Bond films are not noted for multiple eviscerations or lots of violent deaths." Nintendo asked for versions with red, green, orange and bright blue blood – and after seeing how truly awful the others looked, accepted Rare's use of small amounts of red blood.

To aid the game's flow, Rare were able to add set-pieces that weren't in the film. As a result, real movie moments (such as bungeeing from Arkangelsk's dam) sat side by side with brilliant tasks from Rare's own brains, including the tense hostage rescue on the frigate.

The Final Stretch

As the levels and action were polished, Rare began truly harnessing the power of the N64, and were able to implement items on their collective wishlist – bullet holes in walls, destructible barrels and boxes and also guards who reacted differently depending on where they were shot.

Only around half of those ideas made it into the game – but they were what helped the game touch true greatness, and give *GoldenEye* instant critical and commercial success when it was released in August 1997 in the US. In the UK, it sold out nationwide by December, as N64 owners made it their Christmas present of choice. Now, it's second only to *Super Mario 64* in terms of N64 sales.

"It does make me smile when I try to think about the actual number of people who've played *GoldenEye* or even just seen it," says the lead programmer. "Hopefully, they've had some enjoyment from it." **NGC**

LEVEL TOUR: THE FACILITY

GoldenEye really came to life in its second stage, as Bond was dropped into the vents above a toilet in a Russian facility.

MAGIC MOMENT: MESSING WITH GUARDS

"My favourite moment," says GoldenEye's designer, "has to be messing with the cheat options to give myself tons of remote mines and explosives, waiting in the centre of the three catwalks on Cradle, then blowing up the Janus special forces guys and watching them flying overhead. I appreciate that this might be a little specific, but after spending so long making a game you start to look for a little bit more in it…"





Dropping into the bogs and catching a couple of guards 'on the job' was most GoldenEye players' favourite moment – but not Rare's. "I guess I'm put off because the movement around the edge of the drop caused a lot of problems," the lead programmer says. "It was always 'sticky'."



A revelation – you could shoot guards' hats off! "Once we had a hat-wearing guard," reveals the designer, "someone wanted to shoot it off. So, being the obliging people that we are…" Shooting guns out of guards' hands was also planned, but caused AI problems. Rare later pulled it off in Perfect Dark.



Face-mapping technology – relatively new at the time – allowed Rare to scan in their own faces and use them on the game's characters. All the guards and civilians are Rare programmers, and Dr Doak here shares his fizog with the real-life Dr David Doak, GoldenEye's director.



Creep up behind a guard and you'd see him yawn and adjust his flies. "The guards had clenched fists and couldn't use their fingers," recalls the lead programmer. "So some animations that we wanted just wouldn't work – such as combing back their hair or scratching their chins."



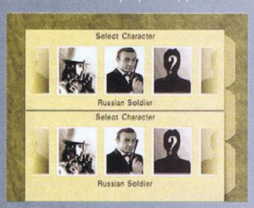
After decades of blocky explosions, GoldenEye brought realistic kabooms to console gaming with minimal effort. "Those big bangs were a case of trying to make the shapes of the explosions look somewhere between believable and interesting," remembers the game's designer.



Not a lookalike – it really is Sean Bean, after Nintendo arranged with Eon, the GoldenEye movie people, to scan in the real actors' faces. Rare were keen to include the older Bonds such as Connery and Moore, too, but this proved too expensive and complicated to arrange.

BETA VERSION

Not everything Rare planned for GoldenEye actually went into the game. Real gun names were ditched on legal grounds, some mission objectives were dumped, and the infamous 'All Bonds' cheat – which allowed you to play as Connery, Moore and Dalton in multiplayer – didn't make it. But somewhere in Rare HQ lies a 'beta' cart, which contains all those missing features, and more. Want to play it? Er, you can't.



BIG BOWSER

Six people. Five weeks. One winner.

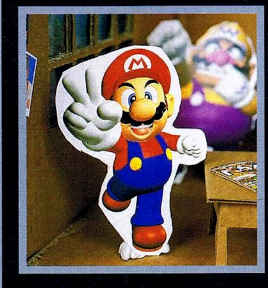
BY TIM WEAVER AND MARK GREEN

WHO IS DR PETER COLLETT?



"A Research Psychologist and a staff member of the Department of Experimental Psychology at Oxford University, Dr Collett was also a key member of the Big Brother 2 team, profiling the behaviour of the housemates on the hour-long Monday-night shows. We called him in for some expert analysis of the goings-on in the Big Bowser household..."

THE HOUSEMATES



Mario
A plumber by trade, Mario lives with his brother in an apartment in Brooklyn, New York.



Peach
Ruler of the Mushroom Kingdom, Peach enjoys baking, gardening and getting kidnapped.



Wario
His hobbies include eating constantly and collecting money. Wario also hoards treasure.

WEEK 1

Friday
6.41pm
All five housemates enter the Big Bowser house by leaping out of pipes. Except Joanna. She comes through the front door. Everyone takes the opportunity to explore the house. Conker heads straight for the fridge, hoping to find some Special Brew, while Joanna remains silent but violent. Toad immediately seeks comfort in Peach's bosom after Wario tries to eat him.

First impressions count...
"Psychologists have discovered that impressions are formed within the first ten seconds. Here we can see Mario and Wario are sizing each other up – there's trouble in store for them over the next few weeks. Peach, on the other hand, is friendly towards everybody, although it's interesting to see how she steals occasional glances at Mario. Maybe this is the beginning of a more intense relationship. Joanna is interesting, because she keeps to the shadows, not giving very much away, keeping herself to herself. She is not the kind of person who forms alliances. Like most squirrels Conker is fairly shy, but already shows signs of boisterousness, looking in the fridge for cans of beer."

8.17pm
The six housemates decide who will sleep where, but because no more than three people are allowed to sleep in each room, Conker elects to sleep in the girls' bedroom.

Sleep easy...
"The sleeping arrangements in the Big Bowser house are clearly informative, as they provide important clues to future alliances. Conker has borrowed his way into the approval of the two girls. Whether this continues remains to be seen."

Monday
11.36pm
The housemates are talking in the living room. Big Bowser has asked each member to reveal an interesting story about themselves. Toad hasn't got one. Conker is last to go, and starts to talk about his girlfriend who was shot and killed during a 'holiday' last year.

Say what you've seen...
"Self-disclosure is an important part of the acquaintance process. Some of the housemates are revealing more about themselves than others. Joanna is secretive in the extreme, whereas Conker is open and has a lot to say. The fact that he has so much to say obviously raises the suspicions of the others, although they may, of course, be mistaken in believing his story."

Tuesday
1.41pm
The housemates draw up their first proper shopping list of the week. Big Bowser has given them 200 coins to shop with. Mario wants pasta, Wario demands cream cakes, Toad decides he'd like mushrooms and Joanna wants a Slim-Fast shake for breakfast, a Slim-Fast shake for lunch and a sensible dinner. Conker asks if the budget can be blown on Jaguar Lager.

5.58pm
The housemates are asked to nominate for eviction. Peach nominates Toad: "This is awfully difficult, but I nominate Toad because he'll find more mushrooms on the outside, and Conker because there'll be bigger parties." In total, Conker gets three votes, Toad four.

Wednesday
4.46pm
Big Bowser announces the results of the nominations. Conker reveals he's "@£$ing gutted". Toad disappears to the garden and gets lost in the chicken coop.

Not mushroom...
"Toad has become isolated and distant from the rest of the group, forever hanging around in the garden and tending to the vegetables. This will not curry the public's favour."

Friday
8.24pm
Toad is voted out by the public. As he leaves the house, Wario mocks him by shouting "I'm the best!" in a high-pitched voice for two minutes.

Conker
American. Squirrel. Still recovering from recent death of girlfriend. Enjoys drinking and swearing.



Toad
Official protector of Princess Peach, Toad is actually a walking, talking toadstool. Unusual.



Joanna
23-year-old Joanna is a secret agent for futuristic espionage outfit, the Carrington Institute.

THE RULES

Big Bowser only accepts written nominations, although the Diary Room is available in addition 24 hours a day. Nominations take place on Tuesdays, the results of the nominations are announced on Wednesdays, and eviction takes place on Fridays, when the show is broadcast live to the nation on Lakitu TV.

WEEK 2

Sunday
2.11am
Conker is snoring.

2.59am
Conker is still snoring. Joanna wakes up and silently karate-chops him in the neck.

3.11am
Conker has soiled the bed.

3.37am
Joanna is still awake and goes through to the kitchen to make a cup of tea. She sits alone in the dark, staring into the mirrors, and begins talking to herself. Eventually, Peach wakes and starts to come through, then turns back when Joanna begins talking to an invisible alien called Elvis.

Rebel alliance...
"Joanna is failing to form any alliances with the others, and she's showing signs of anxiety bordering on paranoia. Like Toad before her, she is finding herself becoming slowly more isolated from the rest of the group."

Tuesday
10.15am
Peach is cooking pasta for everybody. Mario puts his arms around her to help her grate the cheese.

Two many cooks...
"In week two, the housemates are obsessed with food, largely because their access to it has been restricted. It's Peach's turn to cook the dinner and Mario's full of advice on how make pasta properly. His body language is very Italian. He's using his arms not only to gesticulate and be expressive, but also to show Peach that he's interested in her and finds her attractive."

5.58pm
The housemates are asked to nominate for eviction.

Wednesday
4.51pm
Conker and Joanna are put to the public vote.

Thursday
12.03am
Conker has had too much to drink. He wets himself while the group are talking.

Relief grief...
"Conker has managed to squirrel away some of the cider, and while everyone's chatting at night, keeps filling his own glass. Conker was relaxing well with the others before this – he's now in danger of nomination because of his unruly and unsociable behaviour."

Friday
8.24pm
Joanna is voted out by the public. Wario seems especially pleased, having nominated Joanna earlier in the week. Joanna tells Wario she will "decapitate and burn" him.

WEEK 3

Sunday
12.43pm
This week's task sees the housemates having to complete a platforming competition where they all have to use their heads to bash blocks over a wall. The reward is a special dinner.
There appears to be some tension between Mario and Wario, as they are both good at the task.

Monday
1.11am
Mario's persistent sleep-talking wakes Conker, who then gets up and urinates on Mario's moustache. Mario seems not to notice but his sleep-talking continues: "Ah, Chianti..."

Tuesday
12.09pm
Despite Wario's attempts to tamper with Mario's blocks, the housemates complete the task. They both shout their catchphrases, with Wario attempting to be the loudest.

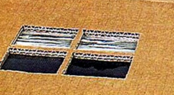
Tuesday
4.13pm
The housemates are asked to nominate for eviction on Friday.

Wednesday
4.54pm
Conker and Peach are put to the public vote.

Friday
3.33pm
Wario steals Mario's hat while he's in the shower. Mario is distraught. Peach finds the hat and hands it back to Mario. He is ecstatic and kisses Peach on the cheek.

Over and shout...
"Although he would be quick to deny it, Wario is clearly very jealous of Mario and feels threatened by him. In fact, the scale of Wario's deep-seated animosity suggests something deeper. I would put money on the fact that they were once friends and have since fallen out."







Hats your lot...
"Wario can't resist the opportunity to get at Mario, who's been taking on a leadership role in the house. Mario's dependence on the hat is psychologically revealing. After showing he's energetic and tough with the hat on, here are clear signs that he had a difficult upbringing and, perhaps, still has an unresolved rivalry with his brother."

8.24pm
Conker is voted out by the public. As a parting gesture, he takes a huge dump on the floor.

WEEK 4

Saturday
11.22am
This week's task involves decorating a cake. Big Bowser delivers three cakes, icing, sugar, Smarties, piping bags, colourings and marshmallow speed-up mushrooms.

12.13pm
Peach has produced a superb design, but Mario and Wario's are messy. Wario immediately realises they've failed the task and begins crying while jumping up and down on his cap.

Piece of cake...
"Tasks provide important clues to how the team are adapting to the privations of the house. Peach performs well and is very much in control of the task and the house in general. Mario has clearly become much more interested in Peach than cake. Wario, on the other hand, in spite of his denials, is still extremely competitive, which can be construed as aggression. If he doesn't control that aggression, he could very well find himself evicted."

Tuesday
4.07pm
The housemates are asked to nominate for the final time. Wario, unbeknown to Big Bowser, has cheated, submitting written nominations faking Peach and Mario's handwriting.

Wednesday
4.52pm
Peach is the only housemate nominated. Wario does a jump for joy and then gets stung by a bee, inflating to the size of a balloon. The other two housemates try to help him find a sharp object to burst himself on. They can't, and eventually resort to stabbing him with a kitchen knife.

Say it with a letter...
"The romance between Mario and Peach is blossoming. By offering Mario a cake in the form of his hat, Peach is revealing more than she realises. Cakes have long been linked to love and sensuality, and the choice of red is also very telling as that is the colour of passion."

Wednesday
10.10pm
Peach decorates a cake with a huge Mario cap on it. Mario is flattered, blushes and then gives her a kiss – on the lips. When the two are away from the kitchen, Wario turns the M on the cake around so it reads W, and shouts at the top of his voice, "I'm-a gonna win!"

8.24pm
Peach is voted out by the public. As she leaves, Mario cries, "Mamma Mia!"

WEEK 5

Saturday
1.44pm
Big Bowser invites the housemates into the Diary Room to discuss their feelings. Mario is surprisingly upbeat, says he's missing Peach, but looking forward to seeing her again. Wario says he doesn't have a care in the world, and loves everyone he's met in the house. "I would a-never have-a nominated any of them if I-a didn't have-a to!" he says happily. Big Bowser asks him why he keeps putting 'a's on the end of his words. Wario leaves the Diary Room.

Tuesday
11.22am
The housemates' final task is to draw a picture of themselves. After sketching an outline of his face and getting the shape wrong, Wario screws up the drawing, bawling "Waaaaah!"

3.42pm
The housemates complete the task. Mario has produced a childish image of himself, like a puffed-up balloon with a moustache. Wario's picture makes him look like a matinee idol.

That was the week that was...
"The last week is the endgame of the gameshow, and it shows all the signs of competition and subterfuge. It's obvious Mario has his suspicions about Wario, particularly in the light of Peach's exit, but he clearly hasn't got his number yet. Indeed, Wario is calling all the shots, but does he actually stand a chance of winning? Will the public vote for him? Remember, Big Bowser is the morality play of the gaming world, and good normally triumphs over evil."

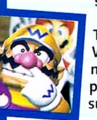
Drawing conclusions...
"The way that the two housemates depict themselves provides a clue to their secret self-perceptions. Mario clearly sees himself having bold, almost cartoonish characteristics, while Wario secretly considers himself to be good-looking. This is a clear indication of his failure to grasp reality and suggests that he might, in fact, need to discuss this with a psychologist."

Thursday
9.12am
Mario takes a shower.

9.13am
Mario discovers that Conker vomited over the soap.

WHO GOES? YOU DECIDE!

To vote for Mario, email ngc@futurenet.co.uk, putting 'Mario' in the subject line.

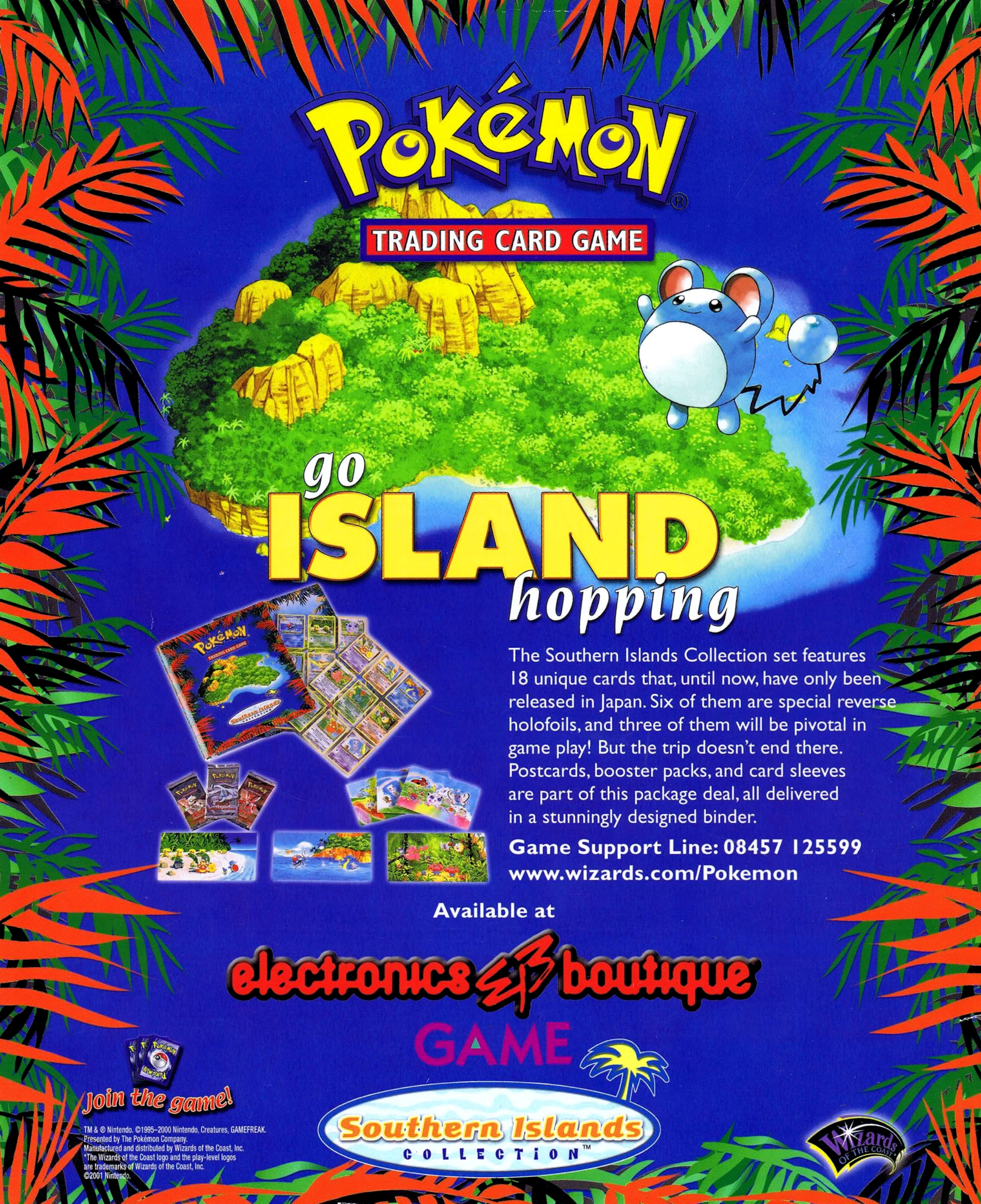


To vote for Wario, email ngc@futurenet.co.uk, putting 'Wario' in the subject line.

Votes must arrive by 29th September.

Next month on Big Bowser: early indications of voting, expert analysis, and more...


end
1000 YEN
August
20 Monday
TOMORROW I FLY OUT TO JAPAN.
YIPEE!
21 Tuesday
22 Wednesday
23 Thursday
24 Friday
WENT TO SHIGSY'S HOUSE LAST NIGHT. HE PRETENDED NOT TO RECOGNISE ME AT FIRST, SO WE PLAYED A GAME WHERE I TIED HIM UP AND WAVED A KNIFE IN HIS FACE. HE'S SO FUNNY! BIT STIFF TODAY, SO I WENT FOR A MASSAGE. THAT WAS! INTERESTING.
25 Saturday
BOUGHT SOME MORE GBA'S FOR MY COLLECTION. NOW I HAVE THREE OF EACH COLOUR - ONE FOR THE LIVING ROOM, ONE FOR THE OFFICE AND ONE FOR THE BEDROOM. I KNOW THEY'RE SUPPOSED TO BE PORTABLE, BUT I LOVE HAVING A GBA WHENEVER I WANT!
26 Sunday
ARRIVED BACK IN UK
領収証
TOKYU HANDS
三和交通株式会社
リムジンバス領収券
LIMOUSINE BUS RECEIPT
Airport Limousine
成田空港発 DEP. NARITA
2000-02-17 11:15発
ホテルニューオータニ
THE NEW OTANI
¥3,000-
2000-02-17
特選和牛ステーキ
SELECTED JAPANESE BEEF
Steak House
RIB ROOM
ステーキハウス リブルーム
神戸牛ステーキ
LUNCH & DINNER
ランチとディナー
イタリアン＆洋菓子
Grill & Italian Restaurant
Belle Vue
御優待券
ホテルニューオータニサロン
Thalassotherapy Slimming
タラソテラピースリミング
5-COURSE DINNER
Vic's (4th fl. of the Tower)
re:lax
Aromatherapy treatment
Hotel New Otani
Bar Capri
99年 9月18日 (土) 13:47
お肌にうれしいヨーグル ¥100
アクアフレッシュハミガ ¥115
クロレッツクール粒ガム ¥95
小計 ¥310
外税 ¥15
合計 ¥325
お預 ¥1,000
お釣 ¥675



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